

OVER 40 GAMES
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INSIDE!!!

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SPECIAL COLLECTOR'S ISSUE

NUMBER
82

YOUR GUIDE TO:
Nintendo 64-3DO
PlayStation-Saturn
Super NES-Genesis
Cana Day-Game Gear
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8th Anniversary Edition

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You cut the pack for Magic, who rolls to the top of the line. As the defender retreats to cut off the line, Magic lifts a pass to the left with open space forward for the alley-oop pass.



Sometimes it's the smallest details—like off the glass, defensive thunder claps, intense looks, and Play-by-play commentary, that separate Magic from mere looking.



"The featured, first-person basketball game does a phenomenal job of bringing players into the action."
—RTT Generation magazine



Call 1-800-728-7770 for game rating information.

HELP MAGIC & KAREEM SEND A STUDENT TO COLLEGE! (SEE PACKAGING FOR DETAILS)

This game is not an endorsement that the publisher warrants the highest quality standards of CD-ROM™, the game and accessories with this seal to be sure that they are compatible with the Sega Saturn™ System. Special Dynamics, the Sega Saturn™ logo, Sega Magic™, RP (Rating Pending) logo, and Championship Sports™ are trademarks of Special Dynamics. Sega and the Sega Saturn are trademarks of Sega Computer Entertainment, Inc. Sega and Sega Saturn are registered trademarks of Sega Computer Entertainment, L.L.C. "Magic" character is licensed by Sega Computer Entertainment. Sega Saturn is licensed by Sega, Inc. ©1996 Sega Computer Entertainment. All rights reserved.

Favorite player mode lets you choose opponents like they were players for an opponent team. Control Magic, Kareem, or anyone else's 33, 35, 32, or 31 game console.



7 GAME

THE CLOCK'S TICKING DOWN.

THE NO-LOOK PASS.
THE SKY HOOK TO BEAT THE BUZZER.
MORE THAN A SIGNATURE ON A BOX,
IT'S A LICENSE TO DOMINATE.



It's Showtime! Slam 'N Jam '96 featuring Magic and Kareem

brings you the same net-melting offense that culminated in five championship rings. Set a bruising pick and run Magic and Kareem's patented no-look alley-oop.

You got hops? Clear the lane and challenge Kareem to a high jumping contest. Or call for a double-team,

all controlled with the squeeze of a plastic button. With their signature moves, you'll get nothing less

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Project Overkill is Konami's hot, new action/adventure game that will explode onto your PlayStation early this summer. Battle your way through over 40 levels of heart-pounding, mind-blowing, non-linear action. Look inside for an exclusive special preview of this revolutionary new title and a one-on-one interview with the design team that created the game!

ELECTRONIC GAMING MONTHLY





HOW EGM BECAME THE BIGGEST AND BEST VIDEO MAG EVER!

Take a trip down memory lane with this issue's eighth anniversary special feature. This special is filled with info about the growth and progress of the magazine as well as the video game industry. Read all about the video game highlights of each year and some EGM oddball knowledge. (Did you know that Senegal was in the National Enquirer and Fabio was on an EGM cover?) Whether you're a new reader or EGM's oldest fan, everyone will get a kick out of this! Memories...

"What started out as more of a local fanzine has grown into an internationally recognized publication."

VF3 WILL MESMERIZE GAMERS WITH ITS AWESOME QUALITY

Sega has truly outdone itself with the third installment of Virtus Fighter. Gamers will be amazed at the phenomenal details of each character. Imagine their reactions; as the camera angle slowly rotates around a fighter, they notice that the fighter's eyes follow it. That's not all—the fighters even have facial expressions. Gamers might freak when seeing a fighter smile slowly after performing an awesome move. Sega brings a true realtime arcade machine into existence with Virtus Fighter 3!

"Although the look is the same, the guts differ since Virtus Fighter 3 renders the animation in realtime."



FF7 IS WHAT GAMERS HAVE BEEN DREAMING ABOUT!

RPG fans rejoice—there is news on FF7. Square has paid particular attention to lighting and shading effects in this game, such as the glow of a neon sign or campfire, which give the graphics a sense of depth never before seen in an RPG. There will be three new characters: Cloud, a fighter who wields a huge sword; Tifa, a pink-clad lady who yields a staff and Barret, whose arms are powerful weapons. As for a story line, it apparently involves a futuristic-styled city called Midgar.

"Embracing two CDs, FF7 takes full advantage of CGI-rendered graphics to create richly detailed city and dungeon scenes."

WIN BIG!

**YOU WANT THE GOODS?
ENTER THESE GREAT CONTESTS...**

There are a plethora of contests to enter and lots of prizes to win in this EGM anniversary issue!
**SCORE SOME OF THE BEST LOOT AROUND
IN EGM'S SPECIAL CONTESTS!**

As Nintendo, Matsushita Delays Surface,

MILK THE

THE BEST VIDEO GAME NEWS

PRESS START WARS



The Games

Nintendo has finally announced the three N64 launch titles for Japan. Two came as no surprise—*Pilotwings 64* and *Super Mario 64* (gamers may remember that the Super NES launch also included a *Mario* and a *Pilotwings* title). The third one, however, comes as an eyebrow-raiser since it's a previously unannounced third-party title. Called *Nabe*, developed by Sakaiya Nabe Shugi, it's a Japanese chess game featuring a popular shogi player. It seems doubtful this title will ever reach the U.S.

As the saying goes: All good things come to those who wait. Unfortunately,

the saying now applies to 64-bit gaming devotees, according to several reports.

First, Nintendo of Japan has announced an additional delay for the Nintendo 64 launch in that country, from April 21 to June 23. The delay results from an apparent shortage of memory chips for the N64 system and additional time needed to "fine-tune" the launch titles (see sidebar at left), according to a company statement.

Sensing how this delay may worry U.S. gamers, the statement assured, as it has in the past, that the Sept. 30 launch here "is on schedule" and that launch plans "have not changed." In Japan, Nintendo will begin a pre-ordering

campaign April 21. For more information on the Nintendo 64, watch the EGM area on NUKE our Web site at www.nuke.com

More nebulous is Matsushita Consumer Electronic's release date for its M2 system, which has been the source of conflicting reports.

According to 3DO's Web site (at <http://www.3do.com>), an M2 release date is slated for the second half of 1996. However, reports have surfaced that an M2 console may not be ready until the spring of 1997. A Panasonic Interactive (U.S.) official offered a strict "no comment" when asked to confirm either the fall of '96 date or any launch date changes. In addition, reports have surfaced regarding the M2 controller, which allegedly offers similar functions as the Nintendo 64 controller.

A \$70 Cart: Where the Money Goes

Source: Various. Actual breakdowns vary by title, publisher and number sold. Figures represent a licensed third-party game that sells 100,000 copies.



Retailer profit varies depending on the store's expenses (salaries, rent, etc.). On average, retailers get 10 percent revenue from each game.

- \$1 distributor profit per game
- \$1.80 marketing costs
- \$6.20 shipping/distribution costs

Nintendo • \$18 hardware license fee (this is a royalty paid to hardware makers)

- \$5 other license fees (if the game has movie or sports league ties, such as NFL or MLB)
- \$2 in components (18 Mbit memory chips)
- \$2 packaging and instruction book
- \$4 advertising and promotions
- \$3 publisher profit per game

- \$1.05 developer profit per game
- \$1.75 computer/operating costs
- \$4.20 programmer salaries/royalties

WHO YOU

EGM digs beneath the price tag and takes you inside the numbers

Every player has lived through this scenario: Shell out \$60 for a game, then after 15 minutes of playing it at home, you realize that it stinks. As you stare at the piece of

Much Awaited 64-Bit Machines...

CLOCK



Sega of Japan will debut a new version of the **Sega Saturn** that will sell for \$199 (system plus one controller, above). Aside from the price cut, this new version incorporates a streamlined chipset design, a slimmer casing and a controller with different colored buttons. Despite the changes, the system is fully compatible with all Saturn games. A **Sega** of America spokesperson said the company has no plans yet to introduce this model in the U.S. nor has it announced any similar price cuts here. However, the company promised that the Saturn here will remain at a "price party" with its main competitors. See Q-Mark for more.

The M2 may also find itself on the cusp of a bigger playing field: DVD. Also Panasonic has yet to reveal its M2 strategy regarding DVD players (some of which may have M2 technology built in), 3DO's Bob Lindsey imagined this possible scenario.

"If you think about it on a worldwide base, how many homes have VCRs?" the company's vice president of marketing postulated. "How many VCRs are there in the U.S.? Hundreds of millions, right? Well, if you knew that DVD was ultimately going to be the replacement device in the home for the VCR and you had a way to get your M2 game system into a very high percentage of them, wouldn't you want to do that?"



M2's talents on Display

200's games of the M2 technology herald revolutionary possibilities for video gaming. Most impressive is the M2's ability to handle MPEG-1 video in real-time (above). Not only can M2 display multiple video streams at the same time, but it can further map the video onto rotating and moving polygons (below). The demo showed the M2 convert only heads showing from multiple first-person, but also special effects such as fog.



Because the DVD and M2 technologies share common ground, Lindsey believes it's possible to integrate an M2 video game player into a DVD console. The extra cost—roughly \$50 per system for manufacturers—it would take to incorporate the circuitry would be offset by increased software royalties because of DVD's wider market, thus keeping the DVD/M2 system price tag the same as regular DVD players, Lindsey said. Should this succeed, it could hurt the marketability of stand-alone systems. However, he said it will take time to develop and market such a system, but noted such hardware is "what all the software companies are after. It's a bigger story than the PC business."

plastic software nested in your system, you ask, "Why did I have to pay \$60 for this? At this price, am I getting a fair shake here? After all, older games sell for as low as \$10, but aren't much different from the \$60 games."

These concerns are shared by many, especially in today's era of CD games that don't differ materially from music CDs but cost four times as much, and rising costs in cart prices.

What are people paying for when they shell out their dough for games? An exact answer remains elusive, as every game takes shape under different development

and marketing budgets. Plus, companies try to keep such data out of the public realm for business reasons.

After talking to developers, industry officials and market analysts, EGM has pieced together a general picture of what gamers pay to play, as shown on the charts accompanying this story.

In theory, only two things matter to gamers: someone to program the game and the parts needed to build it. On

average, only \$7 to \$10 of a game's worth goes toward the actual programming and debugging. Add to that the cost to "build" one game—about \$5 for a CD and \$12-\$25 for a cartridge—and the sum comes to merely \$12-\$35 of a game's price tag.

So why pay more? In reality, (Continued on Page 16)

PAY TO PLAY

Coin-op magnate **WMS Industries** is putting the finishing touches on a deal that gives them ownership of **Atari Games**, which publishes both coin-op games under the **Atari** name as well as a slew of home video games under the **Time Warner Interactive** label. **Time Warner** will still create console games through its other divisions and affiliates, according to a **WMS** statement.

In yet another example of computer game turns motion picture, **Threshold Entertainment** has acquired the rights to **Activision's** Zork, one of the first and most popular text-based PC adventure games. **Threshold**, which helped create the *Mortal Kombat* film, plans to create both a movie and live-action TV series. In addition, the company has announced plans to create the movie sequel for MK.

The malaise affecting sales of **Nintendo's** 32-bit Virtual Boy has raised concerns at some rental outlets. Apparently, some **Blockbuster Video** stores have sold their extra used VBs for \$39.99 each because of poor rental volume, said one store representative. The stores EGM checked had sold all their VBs, but others may still have them for sale. In other pricing news, some retail chains have begun selling **Atari Jaguar** systems for \$49.99 (formerly \$99.99 retail) and **Goldstar 3DO** systems for \$179.99 (formerly \$199.99). Both reductions serve to clear out remaining inventories now that both companies seem to be heading out of the video game arena.

A \$60 CD: Where the Money Goes*

\$18
Retailer

■ \$1.00 marketing costs
■ \$1 profit per game
■ \$6.20 shipping costs

\$9
Manufacturer

\$26
Publisher

■ \$4.00 publisher profit per game
■ \$4 advertising and promotions
■ \$2 packaging and instruction booklet



*Source: various. Actual breakdowns vary by the publisher and number sold. Numbers represent a licensed third-party game that sells 100,000 copies.

■ \$1.00 developer profit
■ \$1.75 (manufacturers' operating costs
■ \$4.20 programmer salaries/royalties

\$7
Developer

\$5
Retailer

\$7
Hardware license fee

■ \$5 other

license fees (if the game has movie or sports league licenses such as the NFL or NHL)
■ \$2.66 to press CD

WHO YOU PAY TO PLAY

(Continued from Page 17)

the pricing breakdown for a specific game has more variables than any algebra test. Some factors weigh more heavily than others. Here are some of the prominent ones:

■ **LICENSE TO PLAY:** Between 10 and 15 percent of your cash goes back to the company that created your system, which is how it offsets production costs and reaps profits from hardware sales. Think of it as a "tax" that publishers must pay for the right to sell games for that system. That "tax" is directly tacked onto the cost of a game. The fees range from \$6 per game for the 3DO to \$10 for 16-Bit machines. As of January of this year, the general fees stood at \$8 for the Sega Saturn and \$7 for the Sony PlayStation. However, individual publishers almost always craft deals to reduce these fees.

■ **STAR POWER:** Does the game have ties to a hit movie, a sports license from both the players and the league or is sanctioned by a superstar? If so, it'll jack up the cost of a game. One industry insider asserted the cost to acquire these rights can account for up to 20 percent or more of a game's price tag. There's one fee of 15 percent for a player's license and another separate fee for a league license. In all sports except the NBA, the licenses have to be negotiated separately. In

most cases, costs range from \$3-5 for movie ties and \$8-10 for one sports license and double that for baseball and football titles.

■ **NO CHEAP CHIPS:** Publishers hate cartridges for two reasons. First, they have to sign deals with companies like Nintendo and Sega (who help run the factories that manufacture the games) to make a certain number of games (usually 10,000 copies and up) with no guarantee that all of them will sell. Publishers like CDs because they can be produced cheaply on an as-needed basis—in batches as small as 1,000 copies—making it easier to target supply and demand for a game. Furthermore, such cartridge production deals are subject to chip availability. Earlier this year, a 16 Mbit game cost at least \$12 to make and a 32 Mbit game \$25.

■ **THE MIDDLEMEN:** Remember the TV ad that prompted you to get that fighting game? Well, you helped pay for the ad when you bought the game. Also, roughly 30 percent of a game's price comes from retail markup. Are current prices fair? Gamers' pocketbooks will ultimately answer that question. It's nice to see that cheaper production costs for CD games overall have meant lower prices relative to new 16-Bit costs, whose prices will rise as the risks of producing them do due to lack of demand, industry observers predict.

"YIPPIE-KI-YAY *%#@#?£!"

A large, bright orange and yellow explosion graphic with a dark, smoky center, serving as a background for the title text.

DIE
TRILOGY
HARD

COMING IN MAY.

WINDOWS 95™ CD-ROM, SONY PLAYSTATION™, SEGA SATURN™



RACE PS
RC STYLE

Sony Electronics has rolled out a new headphone (model MDR-005EG, shown above) specifically designed for video game playing. It's not exactly a technological feat; this bass-amplifying headphone works just like any ordinary headphone but has a longer 9.9-foot cord and a gray color similar to the **Sony PlayStation**. The headphone sells for \$12.99.

The de facto source for television ratings, **Nielsen Media Research**, has turned its attention to video game players. Through telephone surveys, internet and video game use in homes of those age 12 and older. Its first report (to be updated twice yearly) states that 43.4 percent of those surveyed say their household owns a video game system; 5.3 percent of those surveyed say they've used their system for more than three hours in the past week.



Awkward button placement makes some game functions difficult to do, such as changing driver views.

The gaming world probably isn't ready for a controller modeled after those used to pilot radio-controlled cars.

That's the conclusion drawn after testing Joytech's Race-Con Analog Racing Controller with Ridge Racer Revolution and WipeOut. In short, the peripheral provides decent feather-sensitive steering, but the button layout leaves something to be desired.

The controller adapts the same approach to Namco's NeoCon analog controller (profiled in issue 80 of EGM), but with a different layout. The foam-covered steering knob turns 30 degrees in either direction, but can be reconfigured to provide greater turning ability such as the 180-degree turning needed in WipeOut. On the knob are directional buttons that are used for shifting gears. Just under the knob lies a two-way trigger switch that controls acceleration and braking—which proved effective with Ridge Racer Revolution. A slew of other buttons lie at the base.

It takes a while to get used to the sensitive control, but it works fine. The problem is the buttons, notably the shift buttons at top, which are difficult to operate in conjunction with the steering wheel.

Company officials could not be reached to see if this overseas product will be sold in U.S. retail stores, so gamers interested in this new peripheral should call mail-order companies for pricing information.

Rating **7.5**



The first Saturn link-compatible game is Geobooks, a cartoonish robot fighting game that operates within a rotating 3-D arena.

SATURN GETS
HOOKED UP

In the ongoing debate over which system is better—Sega Saturn or Sony PlayStation—one argument no longer holds water, at least in Japan.

Sega of Japan has equalled the PlayStation's link capability by offering a cable of its own, which comes bundled with a new fighting game entitled Geobooks.

The Saturn always primed the possibility of linked play via a port located on the Saturn's rear. However, while Sony from the get-go developed its games to include linked play, Sega took a wait-and-see attitude, possibly to gauge what kind of demand existed for linked Saturn games.

A Sega of America official said the company is looking into bringing the link cable and additional compatible games to the United States, although no timetable or price has been set. The major hindrances to link cable play in the U.S. include the lack of titles (SOA

claims that compatible games on link cables are relatively small) installed in homes (SOA asks store operators to make link play a console option for gamers), according to spokesperson Terry Tang.

The Saturn link cable operates identically to the PlayStation's. Two TVs, two games and two controllers are needed to play. The cable plugs into the communication connector port.



The link cable and Geobooks game package will be \$39.99 plus tax in Japan (import \$49 U.S.).





HISTORY'S MOST FEARED MONSTERS AND MUTANTS ARE SOOTING FROM THE ARCADE IN SEARCH OF A DARK ARENA FOR THEIR NEXT MIDNIGHT FIGHT FOR SUPREMACY. VICTOR'S COWING OVER WITH HIS SHOCKING THUNDERSTRIKE, FELICIA'S TRACING IN PLENTY OF DIRT FOR HER LITTERBOX KICK. BISHAMON IS SWINGING BY HIS RAZOR-SLASHING DIVIDER. ALL THE EVIL POWERS AND DEVASTATING MOVES OF THE TEN DARKSTALKERS YOU'VE COME TO FEAR ARE HEADED YOUR WAY. ALONG WITH HIDDEN SPECIAL MOVES, MID-AIR BLOCKS AND SUPER FATAL BLOWS TO MAKE YOUR PLAYSTATION™ SMOKE. SO LEAVE A LIGHT ON FOR THE DARKSTALKERS. AND TAKE DOWN YOUR DAD'S BOWLING TROPHIES. RAPTOR'S FLYING SAW BLADE HAS BEEN SLICING A LITTLE WILD LATELY.

DARKSTALKERS™

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REST OF 18 YEARS OR AGED 20 HAVE PARENTAL PERMISSION



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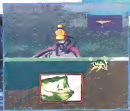
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REVIEW CREW

THE REVIEW CREW



ANDREW BARAN

CURRENT FAVORITE:
Mario RPG
SP Alpha
WarioWare

He's been coaxed. This is Cyber's last issue of EGM, but look for him on EGM 31's moving on to the world of game strategies and techniques.



MARK EFFEUVRE

CURRENT FAVORITE:
Resident Evil
A-Train
SP Alpha

Since the release of A-Train for the PlayStation, he has put away his controllers and has become one with his mouse. Now all he can do is count the days before the release of StarCity 2000!



MIKE DESMOND

CURRENT FAVORITE:
Resident Evil
SP Alpha
Worms

Although he enjoys playing fighting games like Street Fighter Alpha and Alpha 2, he has recently found himself enraptured with strategy games like Worms and Iron Storm. What's going on?



SUSHI X

CURRENT FAVORITE:
SP Alpha 2
Mega Man
WarioWare One 2

After sipping through several arcade shooters, it seems fighting games are as popular as ever. They all look cool but nothing hooked him over. He was really impressed with all the shooting games.

HOW GAMES ARE RATED...
The reviews that you published to receive credit after each game on the Review Crew staff plays through the game to its entirety. We cover them objectively, writing our reviews based on the quality of the product, usability and challenge (how long it takes to complete), and how their respective scoring, as a 1 to 10 scale in relation to other titles available for the same system.

PLAYSTATION RESIDENT EVIL CAPCOM



GAME OF THE MONTH

CATEGORY: ADVENTURE
CHALLENGE: MODERATE
BACK-UP: MEMORY CARD

RE is an amazing graphic adventure loaded with puzzles. At first, RE is beautiful with detailed rooms that are set up in a realistic fashion. When looking closer at the game, I was a little disappointed to find the lackluster of exactly what I could interact with. This game shines when it comes to monsters, however. They look realistically to your presence and are interacted seamlessly. As for the controls, it's a bit hard to pick up if you get someone else up. There's no way to quickly rotate and the AI lock, I haven't found a way to do so. The choice between the two characters is null. It would have been better if each had a completely unique story line. RE is a visual treat, but the gameplay will test out some players.

There have been a lot of amazing releases for the PlayStation, but Resident Evil is by far at the top of my list. The game plays similar to the Alone in the Dark series, but features much more colorful graphics and extremely smooth animation. The control that really gives a player fun is that after dodging blows with the first game, you'll quickly become hesitant to turn their eye and locked corridors in the mansion. As a series gamer, I have had my share of "tabby" games and have been waiting for a just like Resident Evil. It has a great plot, an adult theme and more action than you'd be able to do with Mike here to keep the lights on if you play at playing at night, happy hunting.

When first looking at Resident Evil, one might think it is an Alone in the Dark remake, but they are very wrong. RE is a great game from start to finish, providing the player with a cool plot, multi-scene effects and graphics that will blow you away. RE is really challenging the player's efforts as well as higher grade-solving skills. The control is the 3-D environment is surprisingly easy to get used to. The only downfall is that it is what you want to call it is the fastest version allowing you to only play a certain number of hours. The best game being named is normal and better will be in the instruction. PlayStation owners should definitely pick up Resident Evil. It is a must-have.

After a long time in the making, Capcom's Resident Evil brings players an entirely new style of game where logic and light plague the player from start to finish. RE, at first glance, may appear to be a clone of Alone in the Dark, but in reality, it is a totally new experience where the player must fight his foes or her life in a horrifying setting. The ability to use a top-down player character each with distinct starting differences adds to the variety of play. Another high point of RE is the utilization of many different weapons, along with the ability to solve logic puzzles. As Capcom likes to start to expand into the next realm, Capcom leads the way by bringing players a great adventure with an unbelievable story.

BEST FEATURE: FRIGHTENING
WORST FEATURE: SOME OF THE VIEWS
TIME TO COMPLETE: MEDIUM
ALSO TRY: ONE HARD TRILOGY

SUPER NES MARIO RPG NINTENDO



GAME OF THE MONTH

CATEGORY: RPG
CHALLENGE: MODERATE
BACK-UP: BATTERY

This game is a masterpiece. Mario RPG combines the role-playing elements of Final Fantasy with the world of Mario. The graphics are the best seen on the Super NES with a combination of rendered characters with a component of drawn sprites. The sounds are right from the Mario, elementary but fun. The plot is the plucking of stars. All of these elements help make this game outstanding, but when it really shines is with its plot. It is simple with many twists and turns. Look for glory of stars. Capcom from other Nintendo games. The two-fourth perspective makes getting used to be a challenge for a whole new level of puzzles. I can only hope the Nintendo 64 Mario is the good.

Mario RPG will be the perfect choice to the Nintendo 64. The 64's mascot is finally starting in his own role-playing game. Most RPGs are one-upping to some players because the technical aspects are so overwhelming that the player is lost on a 3-D world and does not touch with the graphics part of the game. In Mario RPG, the game is just the opposite. The graphics element is strong enough to resemble a Mario title but still retains the role-playing theme of the same one. This is a game to be a great idea and I've been waiting a long time for it. If you've already traded your Super NES for a 32-bit system, you could be missing out on one of the best 16-bit releases.

I can honestly say that I did not play an entire of a new Mario game until the Nintendo 64 was unveiled. The characters seem so different for older gamers, but the long, adventure mode that involves actual gameplay and great story line, will keep many gamers interested. The graphics of Mario RPG is typical of Nintendo, using clean and vibrant graphics along with many animations. The combat engine is similar to many other RPGs and is easy to use. Nothing to put the Super NES sound processor to work in Mario RPG, providing the game with great sound effects and music. RPG fans will have hours fun and enjoyment with Mario RPG.

With the game being completely sweet, I feel Mario should just take a vacation until the N64 gives him a new home. He'll see RPG play has in the same old role as a shuffle for all extraordinary titles. Mario RPG was great for older profiles and continues Nintendo's tradition for great animation and worthwhile visuals. However, but I feel the characters and the game play is a bit too childish for the demanding skill and all-out battles against the forces of opposing evil. If you can overlook these things to realize, Mario RPG will surely the majority of players with the enjoyable cartoon games and the many twists and turns in the plot. Mario fans don't miss this title. It would possibly be the best of the 16-bit RPGs.

BEST FEATURE: IMAGINATIVE
WORST FEATURE: CHILDISH
TIME TO COMPLETE: LONG
ALSO TRY: ANY OTHER RPG

GENESIS

MARSUPIAMI

SEGA OF AMERICA



CATEGORY: ACTION
CHALLENGE: ADJUSTABLE
BACK-UP: PASSWORD

Think of Marsupiami as a puzzle under the guise of an action game. The gameplay is slow and tedious since you have to accomplish a variety of tasks along your path to the major task. The icons you collect vary from medical pickups to fuel upgrades. Marsupiami (gotta love that name!) isn't much to look at. The graphics are rather plain with some only scrolling. Not game-breaking. The sounds are typical Genesis fare with little to provide any special mood. Once you've beaten it, nothing really gets you to play it again. As it is, it might be a good game to parents playing with their kids. It's a rental certainly but a rather shy purchase. Marsupiami is an answer to life with nothing to set it apart from other games.

Marsupiami is a puzzle-solving game that looks geared toward the younger players, but may just stamp a seal of the veteran puzzle solvers as well. The main idea of the game is to guide an infant penguin through various obstacles to safety. However, that's only sounding easy, you will soon find out that this is not a simple task. As if the puzzles themselves were not difficult enough, you must also work against a clock which is not on your side. The bottom line is that the graphics are less than desirable, and the control can be frustrating at times. Do not let the "kiddie" look to the game fool you. The levels can become very difficult, for a limited time, I was expecting a little more from this one.

When first playing this game, Marsupiami looks like a weak children's game that any youth could play through within an hour, but that's not Marsupiami is a great combination of a puzzle/strategy title that both kids and adults would enjoy. The whole point of the game is to help your infant penguin get to the end of the level by using a variety of power-ups. The puzzles are just to lower the younger player's solving skills. Although Marsupiami targets the younger generation, the older game crowd is sure to be intrigued with the puzzles as well. They'll be that only in their heads. Greatest reason looking for a title off the beaten track should take a look at Marsupiami.

The audio and the last-action sequences in Marsupiami really give this title what it needs to be a winner. With the quality and quantity of 16-bit SFX filling, this Marsupiami is well worth a try for the player who is seeking a challenging new style of title by a system that is slowly losing popularity. The logic of the game is perfect for the target age group of players making it simple to understand and fun at gameplay to experience. There are few setbacks in Marsupiami that add tons of gameplay by allowing players to use exotic power-ups for a purpose instead of just using their point total. These multiple features are used to get the dumb psychobreak out of each level. (Available 16-bit games only and only)

BEST FEATURE: USEFUL POWER-UPS
WORST FEATURE: REDUNDANT
TIME TO COMPLETE: MEDIUM
ALSO TRY: POCAHONTAS

SATURN

IRON STORM

WORKING DESIGNS



CATEGORY: SIMULATION
CHALLENGE: MODERATE
BACK-UP: MEMORY CARD

Iron Storm is the closest WWII title I remember to the last. Visually, it's superior to other games of this type. The combat sequences are highly cinematic. Some of the scenes will really get you. (Check!) The controls are a bit odd, a mixture of strategy and action. The battles are set up in a strategic fashion with each side taking a turn moving, all of which makes sense. Unlike the war sims I've seen on the consoles, Iron Storm also lets you control multiple tanks that have various strengths. A lot of the strategies involve staying a bit off to the rear resources. Also, it is possible to upgrade your troops if they reach a required number of experience points. This is a gripping war title that gamers will be captivated to.

Iron Storm is a strategy game with a top-down view that is a puzzle of the game is presented in a top view, though you may reach the other side. But as an added touch, you can move back and forth between the two sides and the resulting outcome. The game involves a wide number of scenarios to test your skills. With your player ability, Iron Storm excels when it comes to realism. Another added point of the game is the cinematic intelligence. This is a game you won't be looking in the first couple of titles. Whether you're a fan of simulation games or not, Iron Storm has enough positive qualities to it that make it very hard to get down and/or you start playing.

If you are a strategy fan and likes games similar to Panzer General, you will love Iron Storm. However, there are some great features that make Iron Storm stand out from other titles. The most outstanding feature of Iron Storm is the battles that can be viewed, featuring a full 3-D graphics battle between the forces. Another nice feature is that the experience points can be acquired from the battles. Iron Storm allows the player to play either a scenario in a complete campaign, however, the best on/off and random many other games. Once you start playing, do not let me moving for quite some time, Iron Storm will keep any strategy fan playing for hours.

Military strategists have been involved in war since shortly that I was going to be disappointed with Iron Storm even before I got into the action. Once the game was powered up, I found myself in control of the German knight tanking force in the beginning of WWII and I love it. The skill diversity and the ability of the units to advance through gathering combat experience by winning battles adds much to this combat sim. Also, the ability to watch the outcome of the battle in a dramatic display is the feature that is so shocking that I know what I want to play the attention of players who can't stand military sims. Iron Storm has features that many WWII sims can only dream about. Come a try!

BEST FEATURE: THE CINEMAS
WORST FEATURE: DAMN TOUGH
TIME TO COMPLETE: LONG
ALSO TRY: PANZER GENERAL

SATURN

NIGHT WARRIORS

CAPCOM



CATEGORY: FIGHTING
CHALLENGE: ADJUSTABLE
BACK-UP: NONE

Finally this one-up is coming home. Night Warriors sports the best 3D graphics of the arcade with only a few low-light scenes, and it's the animation. It's not perfectly smooth, but you'll be happy for the new world you're in. The sounds and music are equally detailed. Night Warriors' gameplay is a bit loose for my liking. It needs some tightening. Some of the one-up combos are a bit hard to do, but many of them are as fun as the others. Last Raider's right bit combo works really well. A lot of the combos are not possible for the moves made when you add a bit of increasing damage. The point is, if you like the arcade or Capcom's other fighting titles, you'll love this one a lot. The Saturn thrives on these types of games.

Night Warriors is Capcom's second installment to the smash-hit Darkstalkers. If you're a fan of the Street Fighter series and a Saturn owner, Night Warriors is a must-have, besides being a near-perfect transition, this title has a lot of special class fighting, perfect control and a wide variety of moves from some of the most unique characters ever assembled for a game. Features include a new combo system, improved AI and controls and the ability to play on all of the original boards. The original 16 characters are playable, along with two new characters, Ikaruga and Dark Raven. I had a good time with this title, and the diversity of the fighters was a nice change of pace from the ordinary lineup of fighting games.

I was, and still am, a fan of Darkstalkers and have played the arcade version often. After playing the PlayStation version, I still prefer the original. The animation of the characters is nice and true to the arcade, but the sound is a little different. It was a little weak and didn't have the "boom" effect while other Capcom fighting games. The control seemed a bit on sluggish and required me to actually play a step ahead and anticipate. Control of the characters and moves were pointed out that the arcade version. But Darkstalkers suffers from poor sound and control. Overall, Darkstalkers is a good fighting game, especially for the home. But when compared to other home Capcom titles like Alpha, it doesn't come close.

This is a very good port from the arcade and fans of other Darkstalkers games will feel right at home. The biggest addition to the cast includes two superb additions. One drawback is that the game seems a bit old since there have been several other Capcom fighters (X-Men, Street, Alpha etc.). Still, this is a fun game to play because of the cool-looking characters and some cool features like guard reversal, no traps, no blocking and more. For a fighting action like this, it doesn't have it all, but it's a lot more than the original. However, fans of the series will like it a lot more than the original. It's definitely a fun game to play with great graphics but I could use a few more cool effects. The Alpha had

BEST FEATURE: NEW CHARACTERS
WORST FEATURE: SLAGGISH
TIME TO COMPLETE: MEDIUM
ALSO TRY: ARCADE VERSION

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Lower Saturn Prices Overseas N64 Delayed Until Turkey Day? More Info on N64 Bulky Drive What's Up With The PlayStation 2

No KI on N64 NK2 Movie Due in '97 3-D Jedi Knights Game D.P. To Make Net Games

...Welcome once again to the one and only King of Qs for the latest installment of insider info from the dark underbelly of gaming biz. Yours truly has cooked up some super dirt this month, with the behind-the-scenes scoop on new hardware, software and a bulky drive or two. Without further delay, let's jump in and see what the Mann has uncovered. As previously published, look for Sega to bring out its new Saturn in the \$200 range over in The Land of the Rising Sun, and although they've officially committed to the contrary, the Q hears that a similar low-ball machine could hit those shores later this year. I'm hearing that Sega is concerned about the reaction a new, lower price point would have among Saturn's earliest supporters, but the shirts are eager to trump the PlayStation on the price issue ASAP. The Q-Mem hears that Sony is also thinking lower price point for the Station—at least in Japan. The Q has also learned from reps on this side of the Pacific who say that they're investigating the feasibility of matching a possible Sega price drop. Take it to the bank: If Sega slashes, so will Sony.

...You may have already heard about the delay of the Nintendo 64 in Japan. Q-Sources suggest Nintendo may be forced to push back the release of the system here until at least Thanksgiving (Nov. 28). Why? Same problems—Nintendo still may have trouble getting enough CPUs built in quantities needed to meet the demand for the Nintendo 64's U.S. launch. Another reason for the delay was Nintendo of Japan's worries over software: The N64 wouldn't have had enough quality titles ready for the April 23 launch date. After doing a bit of digging, it seems like one of the N64 bulky disk drive's main purposes is to allow you to upgrade N64 cartridge games. The company envisions enhancement discs that will let you take a game such as Madden and then update the cartridge with new team rosters and player stats. Other possibilities include adding new levels for Ultra Doom or introducing original characters and moves to fighting games. Although the original cartridge might cost \$70-80, update disks would clock in at a more affordable \$20-25. The possibilities are endless...The Nintendo/Netpage deal that the Q exclusively revealed several months ago may also make software purchases on the N64 easier and cheaper than ever before! Not only would this rumored peripheral enable N64 users to download software demos, out patches and entire games as well via the Internet! Getting the Internet and N64 to co-exist is the current dilemma facing the two companies, but sources indicate that such a device is on the horizon.

...In an exclusive PlayStation 2 update, the Q stumbled upon a mention of the PlayStation 2 in one of Sony's home electronics catalogs. The pub described PlayStation 2 as a 64-bit machine with more RAM and a tentative release date of fall of 1997. Thanks to some clever foresight on Sony's part, the new machine will play existing PlayStation 2 software and ring up registers to the tune of \$299-399. Sony has made no secret that it's entering the PC hardware market. What officials haven't told you is that Sony PCs may allow you to play PlayStation games. Officials haven't decided for sure if they will offer the feature yet, but they are talking about it. In Japan, Sony has a Web browser add-on for the PlayStation that, unfortunately, the company currently does not plan to release in the U.S. The Q hears that the company wants to stay focused on its core business and only release peripherals that will gain widespread publisher and consumer support. Sony does have a proprietary Web browser called the Sony Station coming to the U.S. that will interface with your TV and allow full access to the Internet and special areas accessible exclusively through the device. Viacom is also working on a similar device that will allow you to connect to the Internet from your living room.

...In other news, one title that won't see the light of day on the Saturn is Eternal Champions. You may have noticed it on the back of the Saturn box, but the Q hears that Sega simply wanted to focus on the Virtua Fighter series. Watch for the Saturn rev of Virtua Fighter 3 coming this fall and possibly as part of a new hardware bundle for the holidays. Killer Instinct 2 is not coming to the Nintendo 64 according to my sources, because it reportedly doesn't take advantage of ALL of the N64's capabilities. While both KI2 and DKC3 will appear on the Super NES come November, a new Killer Instinct adventure with more depth and even better play mechanics is currently in development for the N64. Williams isn't planning on using actors for Mortal Kombat IV because it won't be a 3-D fighter; it will be a motion-captured 3-D rendered game. Williams will use the same techniques it did with War Gods, capturing the skeletal structures of actors via motion capture, but then add different texture-mapped skins and faces to create the characters.

...As you know, the Master of Q is your primary source for Mortal Kombat news. My latest delivery? Mortal Kombat 2: The Movie will be coming out in 1997. Don't be surprised if one of the more Cagey characters from the series gets eliminated in the next MK big-screen adventure. A Star Wars lighting game starring the Jedi Knights is coming out exclusively for the PlayStation this fall from LucasArts. It is being developed much like a 3-D Tooshiden style lighting game using light sabers and other futuristic weapons. However, LucasArts hints the game has more up its sleeves than most gamers will expect. Digital Pictures is shifting gears to focus on creating Internet games over console titles. It's doing a two-player version of Quarterback Attack that you play over the 'net, with some fantasy league overtones that let you trade players with other competitors online. Look for Digital Pictures to possibly undergo a name change in the coming months as well.

...That sums it up for this month's chapter of the Gossip Files. Be sure to check out the latest news and behind-the-scenes info updated every day on the NUKI InterNETWORK and don't forget to join the rest of the EGM staff for special show previews and live broadcasts, including the first movies and pictures of the hottest games from the floor of the 57 show in Los Angeles May 10-17. Check in at <http://www.nuka.com> for access to scoops, downloads and more as well as a chance to win some great gaming prizes!—Until next time, I remain

-The Q



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TRICKS OF THE TRADE

KILLER CODES

Clockwork Knight 2

by Sega for Saturn

By changing the system date on the Saturn, you can have different title screens for Clockwork Knight 2. (12/25= Clockwork Christmas, 1/1= Happy New Year and 2/14= Valentine's Day, etc.) See if you can find more!

Matt Kennedy
Clifton Park, NY



Different system dates give different Title Screens!

FIFA '96 Soccer

by Electronic Arts for Saturn

Begin a game and press START to pause. Now select Options from the menu, and while you're on this screen, enter the following codes for some cool results:

Invisible Walls:
BBBZAAAZ
Curve Ball: ZABZBB
Super Power:
ZZZZZZZZ
Super Goals:
AAAAAZZZZZ
Super Offense: AAAAAZB
Super Defense: ZZZZZBZ
Shootout: AZABAZ
Stupid Team: AZBAZB
Dream Team: AAZZBBAA

Jeff Desgagne
Ott., CANADA

Mega Man X3

SYSTEM: Super NES

PUBLISHER: Capcom

CHEAT SHEET:

Golden Mega Man

POWER TRIP
Important Note: To find the capsule with the enhanced, golden armor, your energy must be at full power. Otherwise, you will just get to an empty room without Dr. Light in it.

From the Title Screen, go to the Password Option and enter:

2357
5633
6462
7738

Now, you will begin on the first stage of Dr. Doppler's lab with all of the necessary items. Now, just refer to the pictures on the right and their descriptions to get the secret chip enhancement that also gives you golden armor!

Kevin Hitchcock, Tinsler A.F.B., OK



From the Password Screen, enter the code as shown.



You'll start at the beginning of Dr. Doppler's lab.



Defeat the mid-boss and get to the edge as shown.



Go across and slide down while hugging the left wall.



An opening in the wall will reveal Dr. Light's capsule.



Enter and get the gold armor that enhances your power!

College Slam

SYSTEM: Genesis, Super NES

PUBLISHER: Acclaim

CHEAT SHEET:

Access Nine More Fraternity Teams

POWER TRIP
On the Title Screen, press UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT, RIGHT. When you go to the Player Selection Screen, you may choose from nine new Fraternity teams!

At the Title Screen, press UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT, RIGHT. Now choose a type of game from the Main Options Menu.

When you get to the Player Selection Screen, move down the list to get the new fraternity teams: Sigma Mu, Sigma Chi, Phi Kappa Alpha, Sigma Epsilon, Daytona Beach, Lambda Chi Alpha, Kappa Sigma, Palm Springs and S A E.

Mike Brewer Jr., Savannah, GA



At the Title Screen, press the correct sequence on the pad.



On the Player Selection Screen, you'll have more teams!



Both the Genesis and Super NES can do this awesome trick!

Parents yell at you.

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But when 10,000 rock 'n' roll fans yell at you,
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When you play Quest for Fame, keeping up with the rock band Aerosmith is only part of the challenge. You've got to jam your way out of your bedroom and onto their world tour. But you don't need a guitar, because the Virtual Pick can be used on just about anything. Look, it's rock 'n' roll, it's fun and it's something that could drive your folks nuts. What more do you want? 🎸 Check it out on the Internet at <http://www.cdrom.ibm.com> Or visit your local software retailer.

IBM

KILLER CODES

Ridge Racer Revolution

by Namco of Japan
for PlayStation

Turn off Rear View Mirror:

During a race, press START to pause while in the internal view. Now hold the Triangle button and press L1 or R1 to toggle the mirror on and off. Exterior View (zoom in and out):

If you like racing with the behind the car view, then press START to pause while in the external view. Now hold the Triangle button and press L1 and R1 to zoom in and out.

Spinning Contest Mode:

When you are in the Race Selection Screen, choose a Time Trial race on any difficulty level. After you press the START button to begin a race, press and hold the Acceleration and Brake buttons immediately. You will notice something different at the first hard right turn. Spin out and try to get a high score.

Dylan Urquidí
Las Vegas, NV

Give 'N Go

by Konami
for Super NES

At the Press Start Screen press the following: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. You should hear a tone if it worked. Go into Options to see a new level.

Larry Gray Jr.
Jamaica, NY

Agile Warrior

SYSTEM: PlayStation

PUBLISHER: Virgin Interactive

CHEAT SHEET:

Tons of Cheats and More

TRIP The codes listed below are to be done while the game is paused. Take a look at the pictures to the right for even more tricks that do not require you to pause the game.

Debug Info Toggle: LEFT, Square button four times, UP, Triangle three times, RIGHT, Circle, DOWN, X, L2, R2

Overhead Camera: LEFT, Square button four times, UP, Triangle three times, RIGHT, Circle, DOWN, X, UP, DOWN, LEFT, RIGHT

Long Camera View: LEFT, Square button four times, UP, Triangle three times, RIGHT, Circle, DOWN, X, X, X, X, Circle, X, X, X

Mission Complete: LEFT, Square button four times, UP,



While playing, open the lid of the PS. You can play your own music CD!



After doing the CD trick, go back to the Credits to see the programmers.



Now you can play with an overhead perspective.

Triangle three times, RIGHT, Circle, DOWN, X, Triangle, Triangle, DOWN, DOWN, DOWN

Enable Ground Crash:

LEFT, Square button four times, UP, Triangle three times, RIGHT, Circle, DOWN, X, Square, X, X, Square



Be one of the codes to end the mission and go to the next!



The Ground Crash code may not be helpful, but it's more realistic.

College Slam

SYSTEM: Saturn, PlayStation, Genesis

PUBLISHER: Acclaim

CHEAT SHEET:

Power Dunks, Whirlwind

TRIP At the Today's Match-up Screen: Press DANCE-UP and DOWN continuously—press a button. Whirlwind: Rotate the pad clockwise continuously—press a button.

Both of these codes are to be done at the Today's Match-up Screen. For Power Dunks, press UP and DOWN continuously for about five

seconds and then press a button. You can now dunk from half court! For a whirlwind throughout the game, rotate the pad clockwise continuously for about five seconds and then press a button. Now, knock down your opponents with ease! Brad Viba; Morrisstown, TN



At the whirlwind, you are an unstoppable player!



At the Today's Match-up Screen, do either trick.



Go a little past half court and take Power dunk to 10!

TRICKS OF THE TRADE

Loaded

SYSTEM: PlayStation PUBLISHER: Interplay

This rather amusing trick is done by pressing the START button to pause, just as soon as you are killed, and become a heap of flesh. Once you do this, do the health trick (EGM #90) which is. Hold the L1 and L2 buttons for 10 seconds. While still holding these, press

RIGHT, RIGHT, LEFT, DOWN, DOWN, UP, TRIANGLE, CIRCLE. The word, "Health" will appear. While you are still paused, press any of the buttons (Square, Circle, Triangle or X) to regain your health. Now, unpauses the game and you will be amazed to see that you are a moving, bloody mess! You can only use your bombs, and no guns, doors, etc. can be accessed.

Kentz Otsuji, Torrance, CA

CHEAT SHEET:

Play as a Heap of Flesh

TRICK As soon as you die in the game, press START to pause and do the Health trick. Once you regain your health, unpauses the game and you will be a moving heap of body parts.



This trick has no real advantage other than it is hilarious to see. The only way out of this mess is to restart the game.

Ridge Racer Revolution

SYSTEM: PlayStation PUBLISHER: Namco of Japan

After the game loads, you will see a bonus stage from the game, Galaga 88. Press and hold L1+R1+Triangle+SELECT+

DOWN all at the same time throughout the entire bonus round. A laser will shoot all of the aliens for a flawless 40-shot score. Now all of your cars in Ridge Racer Rev are miniature-sized!

Dante Reyes, Cornelius, OH

CHEAT SHEET:

Mini Cars Trick

TRICK In the shooter, hold buttons L1, R1, Triangle, SELECT and DOWN simultaneously and a laser will destroy every ship. With a no miss score, you can get the miniature cars!



Do the trick to get a flawless 40-point score on the shooter, and you will be able to play as mini cars in the game!



BATMAN FOREVER

Batman and Robin join the ultimate battle for Gotham City... the graphics alone will blow your PC to bits!

Dynamic



DOS CD-ROM



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KILLER CODES

WWF Wrestlemania: The Arcade Game

by Acclaim
for PlayStation

For a very strange trick, begin a two-player game and have one of the players choose Lex Luger. Begin a normal match and have Lex Luger climb the corner turnbuckle and stand on the top rope. Now, simply press the button you designated to be the "Block" button and the crowd will cheer, plus McMahon will say a few things too.

Tommy Wang
Cerritos, CA



This strange trick (glitch?) will get the crowd going.

3-D Lemmings

by Psygnosis
for PlayStation

Want a real challenge? Here's your chance to play the last mission of this great game. Enter the password, BABIRUSA at the Password Screen and press on to skip ahead to the final mission.

Raf Pandurica
Los Angeles, CA

Captain Quazar

SYSTEM: 3DO

PUBLISHER: Studio 3DO

CHEAT SHEET:

Variable Wall Trick

Pause and press R, L, R, R, R, R, L, UP. The wall in front of you will disappear, leaving a clear path for you to enter.

This code will make the wall in front of you disappear for about 20 seconds. Pause the game and press R button, L button, R, R, R, R button, L button, UP. The wall will disappear in front of you. Unpause the game to see the results of the code.

via the Internet



Do the code and the wall vanishes!

In the Hunt

SYSTEM: PlayStation

PUBLISHER: Y-HQ

CHEAT SHEET:

Unlimited Continues

CHEAT TRIP

After you die and have zero credits left, press and hold Triangle and SELECT. While holding these, press START. You will gain five more continues each time you do this code.

After you die, and the countdown has started, and you have no credits left (continue 0), hold the Triangle

and SELECT buttons and press START for five continues each time you do this!

Robert Cheng Del, CANADA



When the continue counter is up and you have no credits...



...Just hold Triangle and SELECT together and press START!

Johnny Bazzookatone

SYSTEM: PlayStation, 3DO

PUBLISHER: U.S. Gold

CHEAT SHEET:

Level Passwords, Invulnerability, Etc.

CHEAT TRIP

From the main Option Menu, go to the Options. In the Options, access password. On this screen enter any of the codes for the corresponding options as shown here.

Level 4: SEDATION
Level 5: VERYINE
Invulnerability: PILCHARD
Level Select: KRISTIAN
3DO

Level 1: SOFTCELL
Level 2: LOVESIAK
Level 3: STIRITUP
Level 4: LIVEAID
Level 5: PLECTRUM



On the Password Screen, enter a level code for 3DO.



On the PlayStation version, you can do a level select, etc.



You'll never get hit by an enemy again with invulnerability!

Here are level passwords and more for this game:

PlayStation

Level 2: AFLEAPIT
Level 3: TEASPOON

TRICKS OF THE TRADE

KILLER CODES

ThunderStrike 2

by U.S. Gold for Saturn

Goal 2: Oil Dispute

Level 1:

JPL4RNCF236F8Q2

Level 2:

JPRKRNGCHG36FRDA

Level 3:

JB1KRND2B36F0DQ

Level 4:

JJW4RND5K36FLUJ

South China Seas

Level 1:

JB34RND5666FTK2

Level 2:

JJWRND5K66FS4I

Level 3:

JDBKPRND7486FR5EJ

End: JA043ND9U66F1N1

Mortal Kombat II

SYSTEM: Saturn

PUBLISHER: Acclaim

CHEAT SHEET:

Secret Cheat Switches

POWER TRIP When the classic along the picture appear, quickly press DOWN, UP, LEFT, LEFT, A, RIGHT, DOWN, B, Y, C. This will give you a new option called "Switches" on the Main Menu.

This trick will allow you to turn on various enhancement switches in the game. To do this, wait for the opening cinemas to appear. As soon as you see them, quickly press DOWN, UP, LEFT, LEFT, A, RIGHT, DOWN, B, Y, C. Now go past



At the opening cinematic, enter the code quickly.



Turn on a variety of self-explanatory switches.

the Title Screen to the Main Menu. You will see a new option called "Switches."



A new option appears under the Main Menu...Switches!



One-bit wins, the Toxic Man and constant acid are all here!

Experiment with them for various results

via the Internet

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**ELECTRONIC
GAMING
MONTHLY**

TIME MACHINE

8TH ANNIVERSARY SPECIAL FEATURE

Did the world really need a video game magazine back in 1989? Steve Harris must have asked himself this same question. The so-called "experts" were predicting a short life for video games—they were just a fad destined to go the way of the hula-hoop, troll dolls and meat-flavored milkshakes.

In vintage form, Steve struggled off the gloomy forecasts, drenched the torpedoes and breathed life into Electronic Gaming Monthly and, coincidentally, Sendai Media Group.

The rest is history. There was an early realization that the infant video game industry required a voice to not only provide gamers with analysis of new games and upcoming releases, but also playing tips, interviews and insider information that no other publication currently supplied.

Before EGM, gaming magazines were, at best, infamous for only scratching the surface of video games and giving cursory coverage of what games were about. But what about experienced gamers, those who wanted to know the secrets and strategies of the games absorbing most and more of their time? And what about those people who plunked down hard earned coin, buying a game because the art and screen shots looked cool, only to bring the cart home to find out that Pong had better gameplay?

With the emergence of the whopping 8-bit Nintendo system, games were becoming more complex and more expensive than ever before. EGM immediately and effectively filled the glaring niche. From the start, it has been a magazine that felt it like it is and has been driven by the

genuine desire of hardcore gamers dedicated to making the best video game possible. That's the magazine Harris first envisioned, and that is what EGM continues to be today.

Throughout all the systems and the thousands of games released during the last eight years, EGM has remained true.

This issue of EGM is the culmination of eight years of hard work and determination by a staff that has never thought twice about going that extra step. This anniversary special is filled with info about the growth and progress of a magazine and an industry no one thought would survive, let alone flourish. You'll read about the highlights (and lowlights) of each year that have made video games what they are today. You'll also learn some fascinating nuggets of truth about EGM that you probably never knew.

Whether you're a new reader to our magazine or have been around since our infancy, we believe you'll find this walk down memory lane to represent a clear picture of where we've been and where we're going together. The more things change...



1989

With the emergence of 8-bit, 16-bit, and 32-bit systems, video games were becoming more complex and more expensive than ever before. EGM immediately and effectively filled the glaring niche. From the start, it has been a magazine that felt it like it is and has been driven by the genuine desire of hardcore gamers dedicated to making the best video game possible. That's the magazine Harris first envisioned, and that is what EGM continues to be today.



HOT GAMES OF '89



PHANTASY STAR



POLE POSITION



PANIC ATTACK



LEGEND OF THE DRAGON



1990 The decade started off with EGM's 1990 Video Game Buyer's Guide, which heralded cutting-edge games such as Ghouls & Ghosts and Legendary Axe.

The real excitement was to come in EGM #6. Besides having the Mega Play #1 bound in, it also featured a picture of Ed Semrad when he had a head of hair! Now that's a collector's issue. EGM was always there to give you information on all the game systems—those that thrived and those that disintegrated into so much silicon dust. Take SuperGrafx... please. This system (EGM #8, p.52) actually boasted cool features, but with only about six games available, who cared?

Strategy guides came into vogue in 1990. Issues #10 and #11 featured Phantasy Star II (still one of the coolest and longest running RPG series even today!).

The incredible life cycle of the NES was coming to a close. Gamers began looking toward the next-generation gaming platforms. EGM was the first mag to include comprehensive specs on the Super Famicom (NES) in EGM #12, p.28.

As the first year of the new decade came to a close, EGM examined such curiosities as the Game Boy to NES adapter and a portable NES from BDL. At the time, Nintendo vehemently disapproved of the concepts behind both of these devices, although time would eventually change the company's thinking in the spring of '94 when the Super Game Boy showed up.

1989 The birth of EGM, and a black day for companies who were profiting from releasing games that looked great on the box but didn't match the style with gameplaying substance.

The industry was in the throes of a growing battle between the reigning systems at the time: the venerable Nintendo Entertainment System and the short-lived Sega Master System. By its second issue, EGM gave readers an exclusive glimpse into the future with a blowout comparison of the TurboGrafx-16, Sega Genesis, Super Famicom and

Nintendo's enigmatic Game Boy. EGM broke stones on the Konix Multi-System (which hit the market DDA), Super Mario Bros. 3 from Japan for the Famicom and was the first U.S. publication to unveil the final design of the Super Famicom (which would change again in the future by losing the fluorescent buttons that graced the controllers on the original design.)

Remember the FM-Towns? Neither does anyone else, but hey, we gave a good look at this system back in EGM #4. Kitschy sure, but the '90s is when the true renaissance of video gaming really began...



It's the '90s

The battle of 1990 went to Sega, and the release of the 16-bit Genesis, Sega scored a major beach head in the home video game industry. No issue marked the Genesis' acceptance better than EGM's 1990 Video Game Buyer's Guide that featured seven pages on the hottest Genesis titles, and awarded Sega's 16-bit console the coveted System of the Year award.

The Video Game Wars

- New Contender
- Same Battle

1991

With the exciting release of the Super Nintendo we were here to show you the strengths and weaknesses of these two heavyweight contenders.



IN THE BEGINNING...

There was EGM, and yeah, there were some others, but we're not going to waste space on them.

Although new readers are probably unaware, did you know that EGM #74 wasn't the first time we did pre-

views of computer games? The early EGM used to cover games for the Commodore 64, Amiga, Atari 7800 and IBM PCs. After the market started swelling from the NES and Master System, EGM took on a more definitive role in covering these systems, leaving the computer games to a fledgling magazine from Sendai targeting computer entertainment software.

Called *Computer Game Review*, from the earliest days of EGM, Quartermann was the magazine's staple column. From year to year, his scoops on big stories and insights into the industry have been a source of great reading every month, both for industry bigwigs and the average person who just loves games. We don't know how he gets this information,

but we're glad that he delivers it exclusively to EGM. An interesting note for trivia buffs: There wasn't a Review Crew in EGM's first issue. The review team (Steve Harris, Ed Semrad, Donn Nauter and Jim Alec) didn't begin their task of reviewing the best and worst console games until the second issue. One of the best, yet most challenging, sections in the early EGM was called *Game Over*. For readers who truly wanted to see the endings to the hottest games, but couldn't quite master them, this was the piece to go. Some hot game endings even appeared before the U.S. versions were released (like *Super Mario World*). EGM's look has changed over the years but the substance has remained the same: comprehensive game coverage. This is what EGM has strived for since the beginning and will continue to supply well into the future.

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1991 This year alone was enough for most people to realize that video games were here to stay! It began with full EGM coverage of Atan's secret development of a new system code-named the "Panther." While the now mega-machine from Atan promised the power necessary to compete against the Genesis and NeoGeo, with expanded graphics capabilities and color palettes, the completed console was eventually scrapped for the Jaguar.

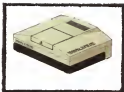
Every arcade hound nearly died when we printed our pictures of *Street Fighter II* for the arcade. It seems like only yesterday.

EGM #22 had the first look at Sonic the Hedgehog and a way-off artist's rendition of the Super NES (see below). While most of EGM's artist's renditions have been uncannily accurate, this one was thankfully wrong.

Probably the biggest news was the decision by Sony (EGM #25, p. 38) to go ahead and produce a machine called the PlayStation, even though Nintendo backed out of the deal. It was a decision that would forever change the video game landscape.



VERY FIRST ISSUE OF ELECTRONIC GAMING MONTHLY



THIS WAS ONE OF THE POSSIBLE DESIGNS FOR THE SUPER NES. WHAT WERE THEY THINKING?

EGM Featured in... THE NATIONAL ENQUIRER



30, 35 and a certain television. Just a group shot of the Sendai staff way back in 1991. Try not to laugh.

Despite what you may think about those bizarre tabloids at the supermarket checkout, if you happened to pick up a copy of the *National Enquirer* on Nov. 12, 1991, you would have found a story (complete with a horribly frightening group mug shot) on Sendai. A 24-year-old Steve Harris appeared in the Young Achiever column which detailed the explosive growth of the gaming market and EGM.

The story mentions how Steve loved to hang out in arcades as a wee lad, and turned his love into a successful magazine business. Next time someone you know barks at you for hanging out at Pin-Pop playing games all day, tell them about Sendai, who knows, you may find yourself running a gaming magazine, online publication or even an internationally distributed magazine some day.

JUST The Facts

The number of times we mentioned the word "exclusive" on the covers of EGM 46

The number of times we mentioned the words "special collector's issue" on the cover 6

The number of times Fabio has appeared on the cover 1

The number of pages the biggest issue of EGM contained 402

Number of covers with fighting games as dominant art 20

The number of those covers devoted to Street Fighter II 8

Number of times we "modified" the masthead, usually aggravating the Post Office in the process 6

Biggest Cover Boo Boo... Issue 57



THE FABULOUS FABIO

EGM #3

Yes, that is actually Fabio showing off his pees for Acclaim's Ironsword.



EGM #65

THE BIGGEST ISSUE EVER!

1992

This was, without a doubt, the year of Street Fighter II. In nearly every issue there were more mentions of this game than anything else, and for good reason. SF2 took the whole world by storm and completely changed everyone's idea of what made a good game.

It would have taken a miracle for another game to get such extensive coverage, but it happened with Sonic the Hedgehog 2, the sequel that took Sega to The Next Level. We did an expansive preview in the August, 1992 issue (EGM #37) for the Genesis and followed up with the most complete Sonic coverage in the next couple issues, including EGM #38 which showed off the excellent Game Gear version. EGM knew from the start that Sonic and SF2 were going to become key franchises in the game biz, and we had the first and best info.

In hardware-related news, we discussed Sega adding lock-out circuitry to the Mega Drive and Genesis to keep foreign games from working on U.S. systems, plus

the first hands-on test of the U.S. Sega CD in the February 1992 issue (EGM #31). The big news for Super NES owners was the introduction of the Super FX Chip (EGM #40, p.48) and Capcom's all-new 16-Meg design for the home version Street Fighter II (EGM #33, p. 42), complete with the first home pictures of the game.

Speaking of SF2: We revealed to the world the coolest trick that everyone wanted to know—how to play character vs. character, shown in the August 1992 issue. But that's not all. In the December issue, which featured a snazzy hologram on the cover, there was a story on what we'd like to see in SF3. The story was ahead of its time, but still made for good reading.

The year came to a celebrated end with the biggest issue of EGM ever—a huge 292 pages. That was impressive, but in subsequent years EGM would eclipse even this record.

APRIL FOOLS!

It seemed harmless at the time...create an April Fools' joke so realistic that you'd have the readers scratching their heads for days. Well, it happened, and boy did it ever. The infamous Sheng Long trick printed in the April 1992 issue (EGM #33) received so much attention that the trick was even reprinted without permission in a Hong Kong comic!

Paying closer attention to the name of the subletter should have given the trick away.

-U.A. Stokins-taste takers
-Hudigan, HA-Pooled Again, rM
The Final Kicker was the fact that we printed an April Fools' Contest Report directly under the trick! Only a few eagle-eyed readers caught that one.

We could tell you exactly how we pulled that trick, but we would ruin the effect. Kinda like knowing Beavis and Butt-head's real deal.



ED SEMRAD, MAY 1993. IN RESPONSE TO THE BASHING HE RECEIVES ON HIS COMPANY VISITS.

1993 Sorry, but we couldn't seem to get away from SF2. CE was everywhere! We showed you SF2:CE from the arcades in January, a special comic book in April and SF2:CE for the home systems in the May issue.

It was a dry year for new systems until the 3DO was released in early October, throwing the market into the beginnings of a 32-bit frenzy. Although impressive, a steep \$700 hit on the wallet left many units sitting on store shelves.

In other hardware news, Sega announced their VR system in the

August issue, but dropped it when the games looked pretty poor and people started to wonder about the side effects of VR.

Probably the biggest news of all was our 50th issue. You got to read all about a typical day at EGM, along with candid photo shots of the staff. With over 10,000 pages to their credit, the staff of EGM continues to lead the league in video game information.

"WE'RE SORRY FOR BEING HONEST... THE GAME ONLY DESERVED A "4"...OUR REVIEWS WILL ALWAYS REPRESENT OUR HONEST, UNBIASED OPINIONS..."

The Rarest Of Them All!

The issue on the right has an actual cover that was produced only for the magazine going to the year's CES show.

EGM #7



EGM #9



THE EIGHT RAREST ISSUES OF EGM!

who knows what they're worth for now, but if you've got 'em, at least you're cooler than your friends.

EGM #8



EGM #8



First party's never seen like this!

EGM #11



EGM #12



EGM #33



EGM #41



1992 THE YEAR OF THE FIGHTER

We hope your favorite game during 1992 was Street Fighter II, because that's all we could write to talk about...and it's easy to see why—SF2 was the first, really addicting arcade game, with cool characters, actual strategy and more fun than most people should be allowed to have. SF2's coverage made for a great year for Capcom and EGM.



1993

While there were plenty of life tests in SF2, there were other chart-toppers like Jurassic Park, Aero the Acro-Bat and the new...



51

1994 Welcome to the Year of The Fighting Game! If it wasn't another version of SF2, then it was Mortal Kombat or Virtua Fighter. Consumers certainly told the companies what they wanted, and the game makers were happy to oblige.

In the January issue, which was one of the best-selling EGMs of all time, we showed eight pages of moves and fatalities for Mortal Kombat II that no one else had ever seen before! As well, more news was uncovered in the March issue (EGM #56), showing a number of updates that Midway made to the game. As if that wasn't enough, there was an issue that focused on fighting games (EGM #58).

When it rains, it pours. The July 1994 issue (EGM #60) totally rocked the newsstands with home game stories: four major pages on Capcom's Super Street Fighter II, Midway's Mortal Kombat II and Sega's early Virtua Fighter for the Saturn. Needless to say, this issue didn't gather dust on newsstand shelves.

Not surprisingly, other events also helped shape the direction that the industry was heading in 1994. The Saturn was unveiled to the U.S. at the Winter CES and our feature appeared in the March 1994 (EGM #56). We also showed the final casing of the system and even had some screenshots that displayed the horsepower of Sega's next-gen entry.

Not to be outdone, Sony held a press conference for the Japanese media on May 10, 1994. Although they released some information, it was nothing EGM

readers didn't already know. However, we did get a glimpse of what the Sony engineers had in store for us with pictures of the system and controller, plus a chart of games scheduled for release. If you have the July 1994 issue (EGM #60), take a look at that listing. It's interesting to see how many of these games never made it past the development stages.

The price of paper skyrocketed after EGM single-handedly wiped out the northern forests with an end-of-the-year special issue that has yet to be forgotten. Making history with a move that no other video game magazine had ever tried before, EGM's 65th issue was a whopping 402 pages, bigger than a Brand Names catalog and a lot more interesting for sure. The SF2 phenomenon was beginning to die down with a low-key preview of the final SF2 game to be released for home systems (Super SF2 Turbo for the 3DO), and X-Men for the Super NES made the cover. The response of the issue was overwhelming, but it took many hours of hard work from the largest staff of professional gaming reporters and writers in the business—something that makes EGM, and especially this issue, unique in the category.

1995 With the release of the Sega Saturn and Sony PlayStation, this was the year that rocked the video game world. Just as Sega has attempted to impact Nintendo's dominance in the gaming business, Sony arrived with strong industry buzz and a loyal following before the first unit even hit the streets. While the Saturn and PlayStation provided a new level of visual and audio entertainment, other units such as the Virtual Boy from Nintendo also made it into the commentary of EGM in 1995.

While technically inferior to the Saturn and Station, the visually impressive and totally unique Virtual Boy was pre-viewed in the January issue to be followed with the Pippin rumors in March. Things got even more exciting when Sega changed gears on everyone and decided to unload their high cost early Saturns mid-year in an effort to leapfrog Sony (although the move consequently angered many retailers who were frozen out during this initial sales period). With the PlayStation launch on target in September and fantastic reaction to the unit and games it plays, we entered into 1996 with smiles on our faces and more surprises just around the corner...

ED SEMRAD, AUGUST 1994. REFERRING TO CAPCOM'S REPEATED REHASHES OF SFII.

1994 Do you like fighting games? You did in 1994, and that year, we featured five fighting game covers. Overkill? Maybe, but you gotta go with the times. Besides, all of you helped to make number 54 one of the hottest-selling issues that year.



1995
NEW SYSTEMS OF '95



Three new game systems (Saturn, PlayStation and Virtual Boy) were released in 1995, making this the year of 3D-bitter.



Sega surprised everyone with an early launch...



...leaving the PS to play a game of catch-up.

OVEREXPOSURE



Producing EGM with four separate covers was originally intended as a test to see what types of covers work best. Distribution of the magazine, however, left certain retailers with multiple copies of the different versions. Readers flooded EGM's offices with favorable mail, however, and the issue you now hold in your hands boasts four different fluorescent covers.

1996 Okay, so we're only five months into 1996, but quite a lot has happened, especially in Nintendo's world. In January, we previewed the Nintendo 64: 12 pages, to be exact. You got a look at the first games as well as the N64's unique controller. It that wasn't enough, we followed it up with a whopping 18 pages of even more pictures and screen shots in February. We also reported that major Sony licensees were considering developing Saturn titles. 3DO owners weren't ignored as we featured an incredible M2 upgrade.

EGM #80 (March 1996) was our Fighting Game Special, which included everything you wanted to know about upcoming fighting games. EGM also reported Atari's decision to pull the plug on the Jaguar and Jaguar CD. And Goldstar became another industry casualty when it decided to stop production of their 3DO unit. We also included expansive coverage of CES in Vegas.

The April edition verified news that everyone expected—that Nintendo was planning to delay the U.S. launch of the

N64 until September 30 instead of the previously hinted April.

Prognosis confirmed the good news that they would be porting over some of their best PlayStation games to the Saturn. Why not have everybody playing Derby and WipeOut, right boys?

Finally, we featured the first look at Capcom's awesome new fighter Street Fighter Alpha 2, complete with four pages of pictures, moves, and artwork.

Where are we going from here? Expect EGM to continue its tradition of delivering news first in the coming months, including Internet connectivity

and online game downloading for your consoles, greater software consolidation between hardware platforms end, best of all, lower prices and better games. Also look for great new games for the PlayStation and Saturn as programmers become more familiar with the platforms. And with N64 and M2 on the way, the rest of 1996 is going to be eventful. Yes, it's an exciting time in the video game biz, and we're glad you're with EGM in the forefront of this revolutionary era. Where the games go, we'll be there first—and we hope you come along for the ride.

THE FUTURE OF ELECTRONIC GAMING MONTHLY

What's in store for EGM? Everything that the gaming industry has to offer! 1996 and beyond has many exciting developments in store for all of us, and with online expansion, new hardware platforms and the best games the planet has ever seen, you can bet that we'll be there first—and we hope you come along for the ride.

1996 WHAT HAPPENED IN '96

Change is coming, and the short time we've had in 1996 only proves that point. Where one system dies the market another is born to take its place. But will the N64 delay help to push Sega and Sony living and the 1996 market to take over the market? This will be the year to find out.



WHEN WILL IT HAPPEN?



REST IN PEACE, LITTLE KITTY



IRON MAN™ AND X-O MANOWAR™

The NUTS

MAKING METAL Over a year in the making and nearing its final stages, Marvel Comics' IRON MAN and Valiant Comics' X-O MANOWAR appear in HEAVY METAL, one of Acclaim's most ambitious video game endeavors to date. By utilizing the full capabilities of their Motion Capture Studio (the same studio used in the making of the Batman Forever video game, and other games such as Frank Thomas Big Hurt Baseball and Alien Trilogy), Acclaim is bringing IRON MAN and X-O MANOWAR's comic book universes to revolutionary digital life and bringing the metal stars together for the first time.

Located in their Glen Cove, NY headquarters, the Motion Capture Studio is the jewel in the crown of Acclaim's technological empire. The black rubber stage with its four high-resolution, black-and-white cameras was the scene for the human modeling of HEAVY METAL'S punching, kicking, running, flying, and jumping movements. Captured on film via reflective sensors on actors' black rubber suits, hand-drawn comic art by veteran artists Bart Sears and Dave Johnson, was wrapped around the digital framework of the fighting

movements. The end result is movement so lifelike, so fluid, you'll be running for cover. The same treatment was applied to YELLOW JACKET, BLACKOUT, ABSORBING MAN, GLADIATOR, the SPIDER ALIENS and a galaxy of other villains.

Through the use of completely rendered CGI and SGI computer graphics, both the characters and backgrounds have a highly-detailed, 3-dimensional appearance. HEAVY METAL takes this revolutionary technology to previously unreachable levels of realism. You'll never look at video games the same way again.



SPARKS WILL FLY Out of all this technology comes the meat of any self-respecting video game — the gameplay! From the small but riveting demo that I played, I can tell you that IRON MAN X-O MANOWAR: HEAVY METAL delivers. You'll get to rampage your way through seven levels ranging from the R&D lab of Stark Industries to the South American rain forest and the New York subway (not to mention Anim Zola's living



IN HEAVY METAL, THE VIDEO GAME.

& BOLTS of it.

By Edward Marcus

castle)—each with its own different environmental effects. But you'll need more than just a quick trigger finger and a hard right cross to make headway in **HEAVY METAL**. Only by using strategy to complete your missions will you be able to reach the secret final bonus level: an apocalyptic, one-on-one battle between **IRON MAN** and **X-O MANDWAR**.

It's a given that heavy weaponry is a crucial element of **IRON MAN/X-O MANDWAR: HEAVY METAL**. **IRON MAN**'s arsenal includes Laser and Proton Blasts, Visible Light Beams, Repulsor Blasts, and

Force Fields, while **X-O MANDWAR** relies on his Ion Cannon, Cellular Disrupters, Iron Sword, Armadillo Mode and Illumination Omni beam. And on top of this fearsome firepower, each metal warrior will be able to punch, jump, speed-run and soar through the danger-laced skies!

FORGING AHEAD **IRON MAN** has completely new armor exclusive to this game (also featured in the crossover comic book from Marvel and Acclaim).

HEAVY METAL also features full-motion computer animation, similar to the groundbreaking technology featured in the movie, *Toy Story*, and a hard-driving rock music soundtrack.

The game is going to hit **PlayStation™**, **Saturn™**, **Windows™ 95**, **Game Boy™** and **Game Gear™** later this summer.

BOTTOM LINE This game may well set a new standard in Super Hero action video games. Until then, you'll just have to be content to know that **IRON MAN/X-O MANDWAR: HEAVY METAL** will be simply the most thrilling, immersive and technologically astonishing game of the year.

Think you can handle that?

DATA FILE:

Theme
Action

Available
Late Summer

Player
1 or 2

% Complete
20%

Developer
Acclaim

Publisher
Acclaim



CALL 1-800-771-8773 FOR INFORMATION ON GAME RANGES.
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Grand Prize (1) DarkStalkers Arcade Machine

Runners Up (10) one copy of DarkStalkers for Sony PlayStation

use the entry form provided on the coupon page in this magazine



Contest Rules

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War Gods

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Getting into the Sony PlayStation™2, Sega™ Saturn™, and Win™ 95

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Virtua Fighter 3



The long-awaited sequel to Sega's immensely popular Virtua Fighter 2 arcade game made its world debut at the AOU (Amusement Operator's Union) arcade show in Tokyo on Feb. 21, 1996. Your EGM editors were there to witness the unveiling, and what was shown was unbelievable. Never in the history of gaming has any product ever looked as good as Virtua Fighter 3. Granted it was more of a semisplayable

interactive-type demo than a real game (four lucky Japanese show attendees actually got to play the demo!), but what was being demonstrated was running on an actual prototype of Sega's new Model 3 board. The demo consisted of short battle sequences and solo demonstrations of each character. In total, there were 12 characters shown, each with a new background. The



Jeffrey's massive size and musculature are accentuated with even more detail in VF3.

**"Never...
has any
game ever
looked as
good as
Virtua
Fighter 3!"**

graphic detail in each fighter was astonishing. Little things like facial expressions were easily visible, and the smile after a successful battle was very lifelike. Also, the movement of the eyes, which actually follow the movement of the opponent, was downright eerie. The clothes even looked very real as they now move freely in the wind or change position and shape as the character moves



SPECIAL FEATURES

Jacky will have all-new clothes in VF3 except for his trademarked leather jacket.



"We can now create differences in the way clothes move, so you can tell the difference between silk and cotton."



about and engages in battle

The main person from AM2 behind VF3 is Yu Suzuki. After the AOU Show, Mr. Suzuki took some time out of his busy schedule for an exclusive interview:

EGM: There is a new girl in VF3. What is special about her?

Yu Suzuki: The Japanese girl in the demo was dancing the Japanese traditional dance what we call "Irina moves." Her name is Aoi Umenokouji. She wears a pink-colored furisode [kimono with longer sleeves] with cherry blossoms and a navy and purple hakama [a type of pants]. Notice that the structure of her face is very detailed. Also, did you notice the snow falling? We created the [snow flakes] one at a time.



Yu Suzuki



One of the new characters in VF3 is a Japanese girl named Aoi Umenokouji.

good. The shininess is the best part. It isn't like the Dural in VF2...that's the power of the Model 3.

The graphics are approaching movie-quality, aren't they?

Aoi, for example, moved very smoothly. When you see her moving, you can see that the long sleeves are made of silk



The new Dural is amazing. It looks like T2. How was it made?

It looks like a mirror, and it is pretty

and the pants made of cotton. We can now create differences in the way clothes move, so you can tell the difference between silk and cotton using our Model 3.

However, Jacky's leather jacket quality is difficult to express. It would be easier if it was made of cardigan. [laugh]

Will there be a change in the operating system, like more buttons?

This is not important. There could be 50 or 100 buttons. The problem is how we incorporate them into the game. We haven't decided on this yet.



The movement and morphing of Dural now approaches the fluidity of T2.

ARCADIA 1996

WAR GODS

War Gods is being billed by Midway as the first truly 3-D fighting game. Does it live up to the hype? Since it's

not complete as of yet, the game does not quite live up to the current SF/MK standard of gameplay.

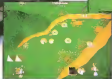
The 3-D button takes the place of the MK3 Run button. It is a huge green button you might find on a redemption game, making it somewhat awkward. (What's wrong with leaving the button the same size as the Run button?) As for how the 3-D button is utilized, holding it allows you to walk in a circle around the opponent as well as up close and away.

All in all it, War Gods has its work cut out for it to make its release date.

SPECIAL FEATURE



XEVIOUS 3D/G



Xevious 3D/G is obviously a remake of a very popular title from Namco. It was surprising to see it at the show because Xevious is slated for the PS on the second Namco Classic Collection disc. However, this version

is fully enhanced, with texture-mapped polygons, model animation, morphing effects, three-dimensional action and camera works, as well as a CG movie in the Attract Mode. It's one of the coolest shooters to date!



GUNBLADE NY

No doubt about it...the graphics for Gunblade are revolutionary. The gigantic explosions, the enemies you encounter and the fact that every single bullet leaves a noticeable hole in whatever it is you're shooting at will make this game incredibly hot!



NBA JAM EXTREME

More credit can be given to Acclaim for taking the Jam license and doing something different with it than perhaps can be given to Midway for Hang Time. (It looks almost exactly like

Jam TE.) However, this game is hard to rate. It is somewhat slow, but very responsive to your commands. There is also a new EXTREME Turbo button for even faster turbo. Codes and special teams are in there too!



PROP CYCLE

Namco is known not only for excellent arcade products, but notorious for huge, illustrious simulators. Prop Cycle is no exception. Not unlike a mission in *Pilotwings*, you control a

"fantastic winged bicycle" that has large propellers you control with pedals! The game actually has a fan to make you feel as if you're actually flying, and the wind affects your flying as well!



JET WAVE

Konami had a surprisingly huge showing at both AOU and ACME. At the shows, there were great titles like *Run & Gun 2* and *Midnight Run*, as well as *Jet Wave*, a jet ski simulator with an actual jet ski nailed to the front of it! It controls extremely well, and though the graphics are not quite up to par with Namco or Sega sims, it was a very early copy.

At the ACME show, the game had you traveling around a huge mountain with barriers around the outside to show you where you're supposed to be racing. The handle on the jet ski console controlled speed, and the neck actually moves up and down! Look for this one to make it to the States later this year.



ALPINE SURFER

Alpine Surfer is the "sequel" to Namco's huge '95 hit *Alpine Racer*, which you still see everywhere! This time you've graduated to a snow board, and there are a lot of new options! There are also new techniques such as bank turns and side slips, plus you can jump! (You did jump in *Alpine Racer*, but only when going over a hill or slope.) Also with special control, you can perform cool air tricks!

There are two Game Modes: Free Run—without gates, without competitors (utilizing jumpstands is the fastest

way to win a game) and Gate Trial—aim the goal through gates. There are also two new courses: Novice—a competition at a snow board park and Expert—extreme run in a secluded area. Many obstacles and dangers are present in this difficulty. There is a huge audience and colorful booth tents aplenty, too.

This game is sure to rule!



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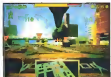
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DEAD OR ALIVE

A definite surprise at both shows was Tecmo's fighting game entitled *Dead or Alive*. Running on a Sega Model 2 board, this game has some stunning graphics and moves. However, it was sorely lacking in the game-



play department, but this game is far from being complete (not even all characters were playable as of yet). The characters were also a bit repetitive of every other 3-D polygon fighting game from Namco and Sega. We'll have to wait and see on this one.



TOKYO WARS

Tokyo Wars is a modern slant on a futuristic game. While it resembles *Cyberseid* somewhat, gamers travel around killing each other in an arena. This game is linkable, making for up to four tanks at a time! There are teams as well: two players on the Green Army and two on the White Army. Each army is organized with 12 to 30 tanks, and the game ends when all of the tanks from either side are destroyed or time runs out. The game is also on System

22, the same motherboard as *Air Combat* and *Alpine Racer*. *Tokyo Wars* will be available in the States soon.



SOUL EDGE



Soul Edge is the new *Tekken* wanna-be on the block by Namco, however the detail is superb! The game also has endings which are very uncharacteristic of Namco. (While the endings are quite simplistic, they do add to the story line.) *Soul Edge* cannot really be compared to *Tekken*, since the eight characters have weapons. Namco did extensive research to determine how each character would react depending on which weapon he/she was using, therefore making it remarkably realistic. It is still unknown whether or not *Soul Edge* will become a 3-D legend like its predecessor.

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EXCLUSIVE PREVIEW!

FINAL FANTASY VII

It was an announcement that surprised the world when Square of Japan stated that they would be doing Final Fantasy VII—the next game in their extremely popular Final Fantasy RPG series—for the Sony PlayStation and not for the new Nintendo 64 game system as previously thought.

EGM editors were able to talk to the main people responsible for the creation of FF7 at Square, and

learned that the primary reason why Square went with the PlayStation was the fact that the new Nintendo 64 cartridges could not hold the massive amount of game data that is going to be in FF7. Square officials further stated that even the storage capacity of Nintendo's proposed N64 "bulky drive" was insufficient to hold the

FF7 game. More than 30 "bulky drive" discs would be necessary to hold the same information that will be on the two PlayStation discs.

Even more surprising was the fact that

Square announced that the game would be finished in time for a late November

1996 launch in Japan. Since the game was just started in late 1995, that leaves less than 12 months to complete the game. EGM questioned whether that would be anywhere near feasible, considering Square has had no experience in creating CD games and that the previous FF games took up to 18 months to complete. Square officials stated that in order to meet the deadline, they have set up the largest development group ever assembled in the world: Over 100 people are working on the project, both in Japan and at Square's new U.S. office in Los Angeles. The U.S. team is primarily responsible for many of the city backgrounds.





"The action within the console window will move at 60 fps."

But what about the game?

EGM toured Square's new L.A. office, and it is state-of-the-art all the way. Besides hiring Ron Sabatino and Paul Ashdown, two of U.S.' top computer graphics experts, Square has installed some of the best CG equipment, including Indigo 2's (Extreme) from Silicon Graphics

evident in the game play as it will draw the player into a virtual world.

With the game barely underway, the version that the editors saw was less than two percent complete.

Still, the battle scenes were extremely well done, with four different camera angles used while switching positions, from head-on to

the players to straight on to the enemy after the player attacked with a weapon...all very smooth and realistic. The exploring portion

characters were revealed at our demonstration, officials are hoping to have a total of 10 characters in your party on the screen at once. The amount is currently undecided.

The programmers are still trying to squeeze more polygons on the screen. While the characters looked blocky, the movement was smooth.

EGM will stay on top of the game end follow up with a making-of as the game gets further along in development.



as well as a brand-new digital editing studios in their offices. These enhanced production facilities will enable Square to create dynamic, fully three-dimensional battle scenes with a level of realism never before seen in a video game. For example, the facial expressions of the characters will now change, and the multi-layered backgrounds will be visually brought to life using various different camera angles and new special effects to create a realistic 3-D gaming experience. The results will be

of the game wasn't ready but

officials stated that it would be in a first-person perspective with the enemy populating the terrain.

Square officials further stated that the animation would move along at 15 fps (frames per second), while the action inside the console window would move at a much faster 60 fps, allowing for very smooth and precise battle scenes.

While only three



HAPPINESS IS A WARM GUN!

THE EGM EXCLUSIVE IN-DEPTH LOOK
AT KONAMI'S PROJECT OVERKILL

Nestled in the quiet industrial park of the already sleepy town of Buffalo Grove, Ill., Konami (America) Inc. is probably the last place you'd expect to hear the din of explosions, screams and gunfire—but life's funny like that.

Some of the EGM staff hauled over to Konami's American headquarters to check out their much-ballyhooed new title, Project Overkill. John Stockhausen, EGM's third-party liaison, was the only one who had any inkling of what to expect. Back at E³ last year, he'd seen a short videotape of the game and had been impressed enough to continually harangue Konami's Senior Product Manager Rendy Severn for news about it ever since. Ultimately it paid off and EGM was able to get an exclusive in-depth first look at the game.

As staff members sat in the reception area, sounds of carnage erupted from a few doors down.

Gun reports and shellbursts—through realistic CD-quality sound—resonated down the hallway.

It was kind of compelling, y'know?

Bang, Bang, Shoot, Shoot.

Rendy led the staff into a back room where they met with the game's lead programmer, lead designer and a 75 percent finished PlayStation version.

First impressions?

After an extensive explanation and a several level walk-through, the staff concluded that it's definitely an intriguing title. How does it compare to other games? Well, a mix of the PlayStation shoot-'em-up *Loaded* and Bullfrog's strategic *Syndicate* quickly came to mind.

It should be noted that some didn't think much of *Loaded*—they didn't care for the game's p.o.v., the lack of variation in gameplay and there were those who hated the mystery areas near the walls where players couldn't see items, enemies or even themselves. But the creators of Project Overkill have found the answer to all of these concerns. Not only does PO's top-down three-fourth perspective clear up a lot from



SPECIAL DOUBLE





the get-go, when players approach a wall in the game, it turns semi-transparent. That's just groovy.

Also, as in *Loaded* and *Syndicate*, there are no heroes present. Players use whatever means necessary to complete objectives. If an eyeball is needed to pass through a door's retinal scan, you'd better get it.

Yes indeed, it'll have an M-rating.

Project Overkill resides pretty firmly in the land of moral ambiguity. Players utilize four different mercenary characters, and they're not "macroenemies with hearts of gold"—they're just getting paid. All four work for a large corporation that's intent on colonizing—or exploiting—a new world. Unfortunately, there's already a populace established on the planet. Players are given a variety of different goals per level and stage in PO, and whether it's sabotaging a computer system, contaminating the water supply or assassination, one overriding goal remains the same: Get the populace out and get the corporation in.

If Prince Machiavelli were alive today, he'd likely be a big fan of PO...although one need not be a master strategist to enjoy the game, or so says PO's lead designer.

"It's pretty much the one-against-everybody scenario," he explains. "There's a story behind the game with the characters that [one] selects, but the emphasis isn't there. We don't want to confuse anybody, it's not an RPG. There isn't some great big story that you need to

follow: There's instant gratification the minute you pick the thing up and start shooting at people."

But immediate gratification doesn't necessarily preclude there being a strong story line present in the title.

"There also is a lot more depth to the game than just shooting everybody," the designer admits. "Off-world colonization is happening, and you know how America was colonized? The people kind of go a little faster than the line to you're getting a lot of shuggon on that might not be in sync with what the government thinks is right."

"So this company wants to seize control of the planet and find a little loophole in the law. Basically, they can't just step in and kick the people out and take the natural resources. But if the planet's in trouble of some kind—like they can't defend themselves—the company can fund this kind of defense and then get rights to the resources [through] that endeavor. So they covertly hire the best of ex-war veterans from early colonizations and drop them down on the planet to perform these tactical operations to cripple the place."

These operations require that players execute a variety of functions, and not necessarily in a staid and linear order.

"You're not just going from one to 50. You can choose to go a certain way and maybe take less levels through or take certain characters through to stock them up until they're really strong."

When Konami reps say Project Overkill has a variety of missions, they mean it. While there may have been a few PlayStation games that players have been able to

finish all too quick, PO doesn't appear to be one of them.

It's definitely not a one-renal title.

"We're looking at over a possible 50 designed levels,"

the designer remarks, "but whether or not they make it in the final burn

[is up in the air]. We're talking about three maps possibly at this point, with several levels on each. Also, each of the maps have secret levels, too."

There's a lot of diversity among the game's characters. Each one distinguishes himself/herself by race, wealth and specialties. Clearly, variety of gameplay is the project for the designers of Project Overkill.

"There's a lot of exploration in this game. If you complete [it] once, you're not done by any stretch of the imagination."

Look for the title to hit shelves sometime late spring/early summer for the Sony PlayStation.

"There also is a lot more depth to the game than just shooting everybody," the designer admits. "Off-world colonization is happening, and you know how America was colonized?"



SATURN



Nothing, Nothing Can Prepare You...

Ultimate Mortal Kombat 3 is the update to one of the most successful sequels in arcade history. This update adds four new selectable characters. Scorpion, Reptile and Kitana returning from MK2, as well as Jade who was a secret character in MK2. UMK3 also adds some

new moves to MK3 characters. For example, Stryker now uses his gun. However, characters deemed too powerful in MK3, such as Kabal, have been "watered down" so they would not be as strong.

More additions include a new master level in One-player Mode, endurance matches are back and more rewards for finishing the game. (There now is a bar to choose from

ULTIMATE MK3

when you defeat Shao Kahn, from fighting Noob Saibot to playing Mege-Endurance Gage to seeing all the Fatalities, Babalites and Friendships UMK3 has to offer.) There are also three new Ultimate Kombat Kodes which end up revealing

Mileena, Sub-Zero circa MK2 and Ermac, who was the famous rumored character in MK2!

The Saturn version is really quite excellent. There is a large palette of colors for the computer to choose from, making everything look quite



Ultimate MK3 has all the Babalites, Fatalities, Friendships and Animations. You gotta love it.



All the combos that work in the arcade version of UMK3 work on the Saturn version.



Some characters from *Mortal Kombat 3* have new moves, like Shyker's multiple hit gun. It's a little cheap but effective!

| RELEASE DATE | DIFFICULTY | |
|--------------|------------|----------|
| May | Adjustable | |
| PUBLISHER | PLAYING | |
| Williams | 1 or 2 | |
| FILE | FORMAT | LANGUAGE |
| CD-ROM | Fighting | 60% |

brilliant. All the features seem to be intact from the arcade, from the four new backgrounds to all the new characters. There are still a few glitches in the game, but that will all be worked out.

There seems to be no loading

"...a great translation. Mortal fans will love it!"



problems with Shang Tsung, a problem that ticked off gamers. UMK3 also includes new pits and backgrounds.

Yet another addition to the MK3 update is the level of difficulty. UMK3 is 10 times harder than MK3 ever was. On the other hand, the difficulty will most likely be selectable. It's currently unknown

whether or not anything new will be in UMK3 for the Saturn, but it is likely it will have new codes for the "lock-box" located at the bottom of the Vs. Screen. A few new "tweaks" have been added to the gameplay too. For example, you can now perform a combo off of a Jump Punch, adding it to the "12-hit monster" Kabal combo. Other moves, like Smoke's Teleport Uppercut, are not as easy to get away from anymore, zoning in on the opponent for a longer period of time.

All in all, UMK3 is a great addition to MK3, especially considering it was a free update in the arcades. ■



Williams' UMK3 allows you to carry over scores from previous rounds. Check out Shyker, he's in the game!

SATURN



IRON STORM

What Would You Do With The Power?

If you were given the opportunity to command the army of a country in need, how would you utilize the forces to complete your task? This is what Working Designs' latest World War II military simulation asks you to do.

By first selecting to play through 10 of the standard missions or an entire

campaign as either the German, Japanese or U.S. forces, you begin your battle. The standard missions consist of one mission each. These give

beginning players the chance to familiarize themselves with the control as well as practice with their building and resupplying of forces. A campaign, on the other hand, is a no-holds-barred battle to the death that will take many hours or even days to complete.

Besides the chance to play



Although they try to defend themselves, planes will fly right through the human soldiers.



Five bombers are a great asset in the battle to control the air.

as different sides in a battle, you also have the opportunity to use the ornament that is historically accurate to each side in WWII. Using the Map Screen, select which unit you want to attack the enemy with. The battle is then played out in a short cinema where



| RELEASE DATE | DIFFICULTY | |
|-----------------|------------|--------|
| April | Moderate | |
| PUBLISHED | PLAYERS | |
| Working Designs | 1 | |
| TYPE | TITLE | % GAME |
| CD-ROM | Simul. | 80% |

INSIDE TRACK

The secret to advancing as an army in Iron Storm is to build your units and upkeep them as they never fall low enough to be destroyed. This will require you to constantly repair them as you win. You will have to build supply trucks to upkeep your mechanized armor and infantry with needed wartime resources. While the supply trucks are the lifeline for land-based forces, airports and seaports keep the airforce and the navy from falling into disrepair.

If all your units are kept in top shape, you will find that the units will slowly climb in ability skill and soon be able to inflict some serious damage on lesser-trained troops. This raises because of the running total on the experience points gathered by each group. Once units reach a total of 250 experience, they have the option to upgrade to an even better type of unit. For example, a standard Infantry can eventually upgrade to a paratrooper or mechanized infantry and be capable of inflicting a righteous amount of damage on the enemy's forces.

Another helpful hint to building a useful war machine is to build your forces and slowly take away the enemy's resources by striking the heart of their economic structures. You do this by liberating the cities that they hold with your infantry forces. After you select to occupy the city, you will now add their income to your total giving you more money for your side. If you cannot get infantry to the enemies' doorstep, the next best thing is to kill them with your long-range bombers which are extremely useful in extreme situations.

Experimentation is the best way to discover what is the best course of action for you. Use it, or suffer the consequences.



The Pre-attack Screen shows players the skill level of the units they are up against as well as the strength of the attacking forces.

players watch their units attack the enemy in outstanding detail. There are cinemas for each possible confrontation and output in a battle. For instance, if your tanks kill five out of the 10 total infantry, you will actually see five guys slump over and hit the ground dead. These cinemas slow down the strategic end of the game a bit, but they can be shut off to accelerate the action sequences.

The cinemas do uphold the visual end of the game, but the most important element of this title lies in the in-depth strategy and the historical accuracy. Every important division of equipment that had



Turning the cinemas off speeds up play. This is especially important after your bars is over during the enemy's attack phase.

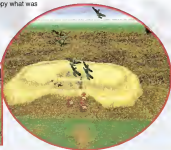


any vicinity is designated by the range of your troops. Keep an eye on the enemy's range though, as you could be in for a surprise attack.

a major part in the second World War is represented in this strategic simulation. Snipers, P-40 Warhawks, Panzer Divisions and U.S. Satop cameras are all able to be controlled by you.

Whether you want to try to copy what was

done in the war by the Allies or change the past by controlling the Axis powers, the choice is yours. Iron Storm supplies Saturn owners with the best current military simulation on the market. ■



Save The Soul of Rock and Roll!



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check out Johnny's website! <http://www.anime.net/~johnny>

US GOLD

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Panzer Dragoon II ZWEI



Enter The Land Of Surrealism

Needless to say, Sega's Panzer Dragoon was one of the best first-generation games released for the Saturn, and now Sega outdid themselves once again with Panzer Dragoon II Zwei.

Panzer Dragoon II really

pushes the Saturn to the limit with its beautiful, colorful graphics, great animation and music.

Unlike Panzer Dragoon which had incorporated just flying levels, PD2 features levels of running as well as flying.

One of the limitations of the original Panzer Dragoon was the fact that the dragon had only one path throughout



Many Red-Souces have large weapons that peak a serious punch. Carroll



Unlike the original, Panzer Dragoon II Zwei allows multiple paths.

the game. In Panzer Dragoon II, the levels occasionally have a forked path that allows the gamer to choose to go either right or left. The enemies encountered vary depending on which path is picked.

The most unique feature of

Panzer Dragoon II is the many different dragons the gamer can acquire. The paths chosen directly affect the metamorphosis of the

| RELEASE DATE | | DIFFICULTY | |
|--------------|------------|------------|--|
| May | Adjustable | | |
| PUBLISHER | | PLAYERS | |
| Sega | 1 | | |
| GENRE | TYPE | SCORE | |
| CD-ROM | Shooter | 100% | |



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"BOTTOM OF THE 9TH"


KONAMI.



This Boss makes many appearances throughout the game.



dragon depending on if the paths chosen are flying, running or a combination of both. The different dragons vary greatly in health, looks and firepower.

Another new feature of Panzer Dragon II Zwei is the "berserk meter" which is placed directly above your life meter in the bottom-left corner of the screen. As you defeat enemies, the meter slowly builds up. Once the meter is built up and hits a certain point, it can be used, releasing a flurry of shots doing major damage to anything in its wake.

Similar to the original, PD2



They say it is to put the multiple lock-on to good use on the Bosses.

allows the gamer to control the 360-degree rotation, the cursor and the dragon to some extent. The "lock-ons" are used in the same way, by holding down the fire button

The enemies and Bosses

to a huge mechanical shark will cross your path, and each enemy is animated superbly. If there is one game you must own for the Saturn, Panzer Dragon II is it. ■



The Saturn shows off with the nice sounding effects!

"If there is one game you must own, this is it."

encountered throughout the game are quite imaginative to say the least. Anything from giant caterpillars



INSIDE TRACK



Other than the superb graphics in the game, the cinematics in Panzer Dragon II Zwei are definitely worth mentioning. The fully rendered cinematics are beautiful, and as the game progresses, so does the story that is told using the cinematics.

END BOSSSES

END BOSS



The only place you can get a good hit is on the side of the Boss' head. Any other attempt is futile.

BOSS 4



This Boss is constantly moving around, making it difficult to hit him. The best time to attack is when he is floating underwater.

BOSS 5



This Boss has a shield-armor that must first be destroyed before actually doing any major damage.

BOSS 6



There are two pods mounted on each side of the Boss. The earlier they are destroyed, the easier it is to take him out.

Download the Demo
<http://www.returnfire.com>

TAG, YOU'RE DEAD

Don't just stand there.
Return Fire on PlayStation,
Saturn and Windows 95.

Your front line looks like Swiss cheese, and your tank's in flames. If you don't retreat and regroup, the flag's going to fall. And you're gonna get tagged.

In Return Fire, firepower is key, but strategy is what keeps you alive. From helicopters that make Apaches look like Pocahontas, to tanks straight out of your worst nightmares, your mission is to disable enemy forces, blow your way into hostile territory and retrieve the flag with a ground-pounding jeep. But this is no one-sided kill-fest. Your enemy is in your face trying to do the same thing to you.

With superb overall detail, major multimedia videos, and a killer stereo soundtrack, Return Fire is an all-out firelight that keeps you thinking all the time. But don't think too long. Because there's a battalion of bad guys just looking to put the tag on you.

Destroy. Destroy. Destroy.



PlayStation PC CD-ROM Saturn 3DO



For tips and hints, call 1-800-800-8000, 9-5 AM (PST). Most good, no place, or have a great time on this one there's no need.



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SATURN



Shining Wisdom

Hello, Princess Saterd!
are you doing tonight?

Save The Princess!

RELEASE DATE DIFFICULTY

May Moderate

PLAYERS

Working Designs 1

SIZE TIME % BONUS

CD-ROM RPG 75%

Shining Wisdom is a welcome addition to the small role-playing/adventure libraries available on the Saturn software market. Similar to The Legend of Zelda, Shining Wisdom is not a true RPG but a mixture of both adventure and role-playing. The story line is similar to most RPGs in which the kingdom is in



Walking around towns and talking to the villagers can reveal secrets that you would otherwise overlook.

danger and the princess is kidnapped.

Unlike games such as Final Fantasy in which battles are fought in sequential turns and take off hit points, Shining Wisdom's battles are fought actively, similar to The Legend of Zelda.

Typical of games in this genre, Shining Wisdom features many areas that must be explored and ultimately defeated in order to progress through the



Going to the local church allows you to save your game.

game. Some clues to solve puzzles or defeat enemies can be found within the towns. Clues are hidden in books or can be revealed by talking to people who are walking around the town.

Interacting with people is as simple as walking up to them and pressing a button. People often tell you stories about what is going on and drop clues as to what you should do next. With the



The exceptionally are faced with a yes-or-no question.

many options, puzzles and action in Shining Wisdom, RPG and adventure fans will really enjoy this game. ■



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WORMS

Move Over Jim,
There's A New
Worm In Town!



Some may believe worms are unpleasant. However, after playing *Worms*, people will realize that they are just plain fun (not to mention humorous).

Worms is an addictive, funny, combat game that one can play against the computer or a human opponent. The name of the

game is *Worms* is death. The last team left standing is the winner for the round. The team winning the most rounds in the preset number wins the game.

Before each game, the player is treated to a cool and funny rendered cinema featuring the trials and tribulations of worms at war.

Each team of four worms has quite an arsenal at hand, consisting of over 12 weapons; including homing missiles, air strikes, fireballs, dragon punches, grenades, bazookas and much more.

The weapons that must be thrown and/or aimed require the player to aim the weapon with the crosshairs, take wind into consideration and set the launching/

throwing intensity of the weapon.

The landscape varies from a hellish atmosphere to a scene on a beach to a frozen tundra, all depending on what the computer generates. You can theoretically play for weeks on end without playing on the same land twice. ■



Worms have many useful abilities including slide ropes and longer paws.



There are hundreds of landscapes to play on. You may never see the same one twice.

| RELEASE DATE | DIFFICULTY | |
|--------------|------------|--------|
| April | Moderate | |
| PUBLISHER | PLAYERS | |
| Ocean | 1-16 | |
| TYPE | THEME | % DONE |
| CD-ROM | Strategy | 100% |

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Ubi Soft
ENTERTAINMENT

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DIE TRILOGY HARD

"YIPPIE-KI-YAY MOTHER @#%ER"



All background objects are interactive with your actions.



The first part of the game is based on you rescuing the hostages.

FOX Interactive gives you the opportunity to jump into the action as John McClane as you battle against terrorists in three separate adventures. These adventures test your skill as you are thrust into different scenarios and three different game engines.

The first of these adventures has you in the Nakatomi building, racing to find the terrorists who have penetrated the building's defenses in an attempt to steal billions of dollars in bonds held in the Nakatomi safe. This

part of the game has you controlling your character from a third-person viewpoint; above and behind the character. You are supposed to free hostages and search for bombs on each level, disarming them before they blow. In these levels, there are totally interactive backgrounds for



your character to destroy while eliminating terrorists with whatever weapons you find along the way. The best feature in DHT is the walls and structures which turn transparent as you walk into a new room; so there is never a "dead" place in your field of view.

The second part of the trilogy forces you into a Virtua

Cop style of adventure where you follow the path through the airport in a first-person view. Once again, you free hostages and eliminate the terrorists that threaten Dulles airport.

Part three of the quest requires you to drive an automobile through the streets of New York searching out various planted bombs before



The car chases give the player plenty of great views.

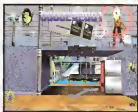
WEAPONS



In the first part of the Die Hard Trilogy, your life-blood as John McClane is the various weapons spread around the level. Seize the level with the single-shot pistol. This weapon is used in order to get a better weapon by shooting the first few guys you find and picking up their more powerful weapons. Besides taking the weapons that the enemies will no longer have a use for, you can also find storage crates spread all around the level that also contain useful weapons as well as supplies.

Each of the weapons has its own specialized usage as well as different damage-causing potential. These weapons range from a fast-firing S&W MP38, a 3.58mm S&W auto-rifle or an auto shotgun. Each weapon has a positive side to it as well as a negative. For instance, the auto rifle and submachine guns are fast firing and capable of laying down plenty of cover fire. While the shotgun fires much slower, they also have a good feature which is a large grouping of shots capable of taking out multiple enemies that happen to be standing close to each other.

If all of these weapons still aren't enough to fill your destructive category, you can use a grenade to really make your presence known. This compact and powerful device can blast cars and enemies with explosive force. Be careful when using the grenade, however. You can accidentally drop one at your feet and make John's day even worse than it already was.



"...the Die Hard Trilogy features three of the hottest game engines ever to be seen on the PlayStation."



they explode. Once you find the first bomb, you get added time and a speed bonus to help you reach the next one before it goes off. If you let just one reach its deadline before you find it, you will be attempting the level all over again.

The Die Hard Trilogy features three of the hottest game engines ever to be seen on the PlayStation. Each one in itself is capable of giving players hours of enjoyment. The hardest decision each player will have to make is which of the three games is his or her favorite. ■



One unique feature in the third part of the series is the option to switch cars if yours is destroyed. That the parking lot isn't too hot.



Although all of the parts in the series show graphic death sequences, Part Two is by far the goriest of them all showing plenty of blood.

| RELEASE DATE | DIFFICULTY | |
|-----------------|------------|--------|
| May | Moderate | |
| PUBLISHER | PLAYERS | |
| FOX Interactive | 1 | |
| TYPE | FRANCHISE | % DONE |
| CD-ROM | Action | 80% |





STEEL HARBINGER



Time For Salvation Is Running Out...



You've probably heard something like this before. Aliens take over our planet; they infect humans, humans turn into zombies; zombies bad, you good; you try to save the human race before it's too late. Perhaps *Steel Harbinger* does not have the most original theme, but Mindscape brings it to us in the form of a great new action/shooter game.

Steel Harbinger is set in a futuristic Earth where alien pods infect our planet. These pods grow long tentacles that infect all life—humans, animals and plants—that they come in contact with. Those affected become

deadly zombie cyborgs whose sole purpose in "life" is to kill or convert the rest of the world.

One of these pods failed to sprout, so researchers started researching this late bloomer to find a weakness. The team is led by Dr. Bowen, played by actor Edward Arnold (*LA Law*, *Deep Space Nine*)



Here's Dr. Bowen's teeny-bopper daughter before conversion...

The action starts when Bowen's daughter, Miranda, goes to the lab at the same time the pod decides to mature. The pod infects her, but only partially. Now this half human/half freak takes it upon herself to save Earth.

Your character, Miranda, travels through several areas in the U.S., killing all the converts. She can pick up different weapons, ammo, shields and health-ups. She can also pick up video discs along the

| RELEASE DATE | OFFICIANT | |
|--------------|-----------|--------|
| July | Moderate | |
| PUBLISHER | PLAYERS | |
| Mindscape | 1 | |
| TYPE | GENRE | % GAME |
| CD-ROM | Shooter | 70% |



...and after. Some may consider the new look an improvement.

way that can give her hints on what to do. Miranda will travel to some areas where she can drive tanks, hovercrafts or semi-trucks.

Steel Harbinger does



go way beyond just shooting (and running over) everything that moves. You must save humans along the way before they get converted. You will also have sub-quests to complete in the areas, such as rescue missions and search-and-

DEVIATING

Many games are fairly linear today. Steel Harbinger attempts to change some rules for a more interesting experience. Bosses will be in the game but with a twist. To avoid the game's "beat the Boss to finish the stage," you can choose to fight the Boss if you want. There are ways to pass up the Bosses and still be able to complete each quest. Another way the game designers avoided linearity is to leave credits (currency in the future) lying around for you to find. When you find the teleporters at each stage, you can buy your passage into any area you see afford.



The good Dr. Severin tries to help his daughter save the world.

destroy missions.

Another unique feature of this game is Miranda's tendency toward freshly killed meat. When you blow up your enemies (or even the humans you are supposed to save), you can pick up the bloody body parts to chew on. Devour enough limbs or organs, and Miranda will heal a bit of the damage she has received.

This very refreshing game is a welcome change from the many shoot-'em-ups on the market now. Most similar games get old quickly.

"...like a sci-fi movie."



With some new ideas and good-looking graphics, Steel Harbinger should do well. Look for the completed version this summer. ■



The game will allow you to zoom up, which elevates the game's graphical qualities steady.



Here is a zoom-up of Miranda after her partial conversion. It seems that the alien pods have implanted her with a couple of new features.

Interview with Mark Flitman

EGM talked to Mark Flitman, the executive producer of Steel Harbinger, about his thoughts on the game.

EGM: How will the cinematic sequences be used in the game? A lot of gamers have a bad taste for FMV.

Mark: Almost every game that I've played has a cinematic intro and cinematic at the end of the level or game. I've never seen a game that has incorporated them throughout gameplay—with either game hints or story line pieces that you pick up as you are playing, depending on where you go. It's not like a boss thing, where you achieve a certain goal, the cinema plays and that's it.

What is Miranda's role?

She's at heart. She's a good guy who is a bad cat. As time goes on, she is being converted more and more. Are you going to win the game and have her become human again, or is she going to be totally taken over by the alien side?

Is that ending dependent on how well you do in the game, or can you choose that ending path?

It depends on how well you do. You can, of course, choose a positive route and lose the game on purpose. Basically, she's partially converted, and the human race is partially converted.

Depending on how well you play, either the human race wins out and the Earth is saved, and another day, or the Earth becomes 100 percent converted. Your goal is to save the world or don't even the world.



PLAYSTATION



Clean up dirt as Sol in the germ-infested sick in Bubbles.

"...blending the old classics with a next-generation system."



To beat the Salsstar, you need the special weapons that can be found by destroying the floating meteorites. However, don't be slow about it.



titles into one collection is a great idea. But you may be asking yourself what is on the rest of the CD, considering that these games consume a mere Kb in storage. The answer to the question is FMV clips. These video excerpts are of the original programmers and developers talking about the development of the titles from their viewpoint.

Gamers of the golden age of video games and

even those younger players who may not have had the chance to experience the titles that had a direct influence on what we are playing today need to try this volume of classics. ■



Even Joust uses the original sounds. Oh, how tacky they were!

Williams



Times change, especially in the gaming world. However, Williams has decided to blend the old classics with a next-generation system to bring players a flashback of the greats second to none. This second release in the series gives players the chance to play the old stand-ups in the comfort of their own home. These titles are exact ports over to the PlayStation, keeping all of the exact coding to ensure the player will get the game in an unaltered form. All of

the original bugs and minor flaws have even been included to reproduce the same action in the player's home. The games packed into this compilation are Joust, Defender 1 and 2, Bubbles, Salsstar and Robotron 2084.

Most players have had the chance to enjoy at least a few levels of these popular releases. Players expecting just to enjoy the fun in the games and be able to work all over them because they are old and not complex will be shocked. These arcade originals take more gaming talent than the visually impressive new titles currently filling up the marketplace.

Combining all of these



| RELEASE DATE | DIFFICULTY | |
|---------------|------------|--------|
| April | Moderate | |
| PUBLISHER | PLAYED | |
| Williams Ent. | 1 of 2 | |
| GEN | TITLE | % DONE |
| CD-ROM | Action | 90% |

Flamin' Yawn trashed my house.

Psycrow stole my lady.

I've got a backpack full of snatt.

This ain't gonna be no picnic.

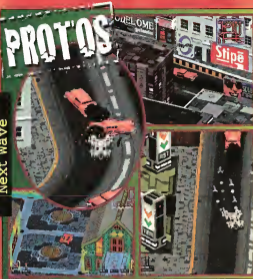
EARTHWORM JIM 2

<http://www.playmatesoys.com>



SEGA
GENESIS
PG CD-ROM





Domark's first release for the Sega Saturn places the gamer in a once peaceful city on the brink of an all-out war. You play as a bounty hunter (in a rotational 3-D isometric view) who is in a race to cash in on reward money for capturing felons. You are not alone, however—there are others who want to get the cash first.

Crimewave features eight high-powered vehicles and a vast array of heavy weaponry with eight texture-mapped battle zones to test your skill as a "security provider."

| SYSTEM | RELEASE DATE |
|---|--------------|
|  | Summer 1998 |
| | Theme |
| | Action |
| PUBLISHER | SIZE |
| Domark | CD-ROM |
| PLAYERS | % BONE |
| 1 | N/A |



Bugs Bunny Double Trouble

| SYSTEM | RELEASE DATE |
|---|--------------|
|  | June 1998 |
| | Theme |
| | Action |
| PUBLISHER | SIZE |
| Sega | 36-Meg |
| PLAYERS | % BONE |
| 1 | N/A |

Everyone's favorite carrot-eating bunny is making an appearance on the Genesis. As Bugs, players try to outwit his other Looney Tunes friends,

including Daffy Duck, Elmer Fudd, Yosemite Sam, Wile E. Coyote and Marvin the Marten. The levels are based on classic cartoon episodes.

Games "play" the cartoons while being visually stimulated by the 3-D rendered characters and classic-style backgrounds.



Just when you thought there were no aliens left in the galaxy to destroy, Rocket Science introduces a new breed as well as an unusual story plot to keep interest high. As plot of a heavily armored, footless vaporized, you must defend the ice moon called Ganymede which orbits around Jupiter. On your



watch, however, a wildfire alien force, calling them selves the Eridian, has come to wage a battle on the rugged 3-D moonscape, forcing you to use what you can at your disposal.

Ganymede features over 20 missions as well as the ability to freely navigate the surface of an entire moon.

| PUBLISHER | SYSTEM | THEME |
|----------------|---|------------|
| Rocket Science |  | DrwFit Sim |
| RELEASE DATE | PLAYERS | SIZE |
| 4th Qtr. 98 | 1 or 2 | CD-ROM |
| | | % COMPLETE |
| | | N/A |

GANYMEDE

Next Wave

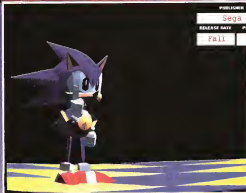


Activision has a new title on the horizon that gives you a chance to travel to nine different areas in time and battle over 80 historical enemies. Throughout the 18 different levels, players must learn to master 50 types of weapons in order to get back to the present as they know it. The opposition starts off easy but gradually toughens as the player

advances through the stage until he/she finally comes to a climax when the player faces the final Boss in each stage.

Time Commando also utilizes a roving camera that gives players a unique third-person view and allows them to make on-the-spot decisions that make the fighting experiences better than ever.

| PUBLISHER | | SYSTEM | | THREE | |
|--------------|---------|---|------------|-----------|--|
| Activision | |  | | Adventure | |
| RELEASE DATE | PLAYERS | SIZE | % COMPLETE | | |
| June | 1 | CD-ROM | N/A | | |



| PUBLISHER | | SYSTEM | | THREE | |
|--------------|---------|---|------------|--------|--|
| Sega | |  | | Action | |
| RELEASE DATE | PLAYERS | SIZE | % COMPLETE | | |
| Fall | 1 | CD-ROM | 25% | | |

EGM has learned that Sega is working on a new Sonic game for the Saturn. It won't be a conversion of the Sonic arcade fighting game as others have reported; rather it will be a whole new 3-D side-scrolling action game. In this title, sources have indicated that the characters will either be rendered, or like the arcade game, they will be polygon based with a resolution similar to the arcade fighter but less than VP2. The character sketches Sega showed EGM were rendered but EGM was told that these were very preliminary and subject to change. One would assume that the whole Sonic crew would be back in this version, but Sega will not comment until the E3 trade show.

SUPER SONIC



The mysterious Turok TDH for the Nintendo 64 looks as if it has what it takes to impress gamers: a detailed story and plenty of action-filled gameplay.

Turok's mission is to stop The Campaigner from taking over the lost valley and destroying the world. Stopping him can be accomplished by using various hand-held and projectile weapons to eliminate enemies that range from humanoids and dinosaurs to robot droids.

Gameplay for Turok is in a first-person perspective and forces you to use plenty of shoot-'em-up philosophy to progress through the game.

Watch for more info as it comes our way as production advances for this biz.

| SYSTEM | RELEASE DATE |
|-------------|--------------|
| NINTENDO 64 | 4th Qtr. '96 |
| | GENRE |
| | Action |
| PUBLISHER | AGE |
| Acclaim | N/A |
| PLAYERS | GENRE |
| 1 | N/A |

Turok the Dinosaur Hunter



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Next Wave

Although not much is known at this time about Tomb Raiders by US Gold, it is obviously a 3-D game in which you are in control of a female "Indiana Jane" named Lara. The adventure will bring her through many different countries (leading to unique adventures in each).

With visuals as shocking as these, be sure to keep an eye out for additional information that will shed some light on this mysterious title.

| SYSTEM | RELEASE DATE |
|--------------------|---------------|
| Multiple Platforms | November |
| | Genre: Action |
| PUBLISHER | SIZE |
| U.S. Gold | CD-ROM |
| PLAYERS | % COMP. |
| 1 | N/A |



TOMB RAIDERS



Virtua Fighter



Loved it on the Saturn, but wanted it to be portable? Well, the minds at Sega have addressed your problem and wisely decided to bring the original Virtua Fighter to the Game Gear to give players a new type of experience.

VF features eight characters from the original, keeping many of their arcade moves and strategies intact during the conversion. This release also features a Two-player Option for head-to-head fighting as well as three different play modes that allow you to switch to a Micro Mode with super-sized characters.

| PUBLISHER | SYSTEM | GENRE |
|--------------|-----------|------------|
| Sega | Game Gear | Fighter |
| RELEASE DATE | PLAYERS | SIZE |
| October | 1 or 2 | 8-Meg |
| | | % COMPLETE |
| | | N/A |

Rocket Jockey thrusts players into a violent jousting combat sport where they are to pilot a blazing rocket in a variety of no-holds-barred competitions where survival is the ultimate objective. The rockets are high on speed and low on control, forcing players to use alternate techniques to get their craft to turn around poles and around corners at breakneck speeds. Prepare for the race of your life in RJ.



| PUBLISHER | SYSTEM | GENRE |
|----------------|-------------|-------------------|
| Rocket Science | PlayStation | 3-D DrwFlight Sim |
| RELEASE DATE | PLAYERS | SIZE |
| 1st Qtr. '97 | 1 or 2 | CD-ROM |
| | | % COMPLETE |
| | | N/A |

Rocket Jockey

FRANTIC FLEA

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AGE TO ADULTS



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A woman wearing a VR headset and holding a controller is lying on the ground, looking up in surprise. A man in a soccer uniform is standing over her, appearing to be in a dynamic pose. A soccer ball is on the ground near the woman. The background is a blurred stadium.

VR SOCCER TIP

8

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magazine calls VR Soccer '96™

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Team EgM

TWO HEAVY HITTERS JOIN THE PENNANT RACE



Data East is getting ready to throw a curve ball to the rest of baseball gaming as it readies MVP Baseball with Blue Sky for the PlayStation and the Saturn.

Our plate is full again this month. With the weather warming up, it's time to play ball. Gaming's heavy hitters are hoping you will step up to their on-deck circle.

Nintendo has enlisted the services of Ken Griffey Jr. for games on both the Super NES and the Nintendo 64. We have a preview and a review of the 16-Bit version. Nintendo didn't send out beta copies of the game, but it did tour with the 16-Bit version. They covered all the bases with this game, and it plays great.

Virgin is also hoping to take it deep over the wall in center field with "The Show" for the Sony PlayStation and the Sega Saturn. It is also lining up its skates and taking to the ice with NHL.

PowerPlay Hockey. This game looks sweet, and they have bulged the twine big time with this one. The hoops hoops is just beginning in time for the NBA playoffs. EA Sports is taking it to the basket with authority with NBA Live '96 for the PlayStation. It has some stiff competition the time around since Sony is slamming onto the basketball scene with NBA Shootout. We have both of those games for you.

We'll also give you a sneak peak at Sega's NBA Action game for the Saturn. Sega's crashing the boards with its first basketball effort on the Saturn and it looks good.

Check out our first look at NBA Live '96 and the May/June issue of CYBER SPORTS for more info.

THE LINEUP

• PREVIEWS

NBA SHOOTOUT (PLAYSTATION)
NBA LIVE '96 (PLAYSTATION)
MVP BASEBALL (PLAYSTATION)
NBA ACTION (SATURN)
KEN GRIFFEY JR. (DUPED NES)

• BOX SCORE

NEED FOR SPEED (PLAYSTATION)
COLLEGE SLAM (PLAYSTATION)
NFL POWERPLAY (SATURN)
KEN GRIFFEY JR. (DUPED NES)

QUICK SHOTS



Sony's twinging for the fence with MLB Pennant Race.



Electronic Arts shreds the slopes with Shredfest.



Sony hopes to break from the pack with Adidas Soccer.



Virgin Interactive hopes to put on a show with "The Show," which is coming out on three formats.

win with dunks alley oops rba

Start your team

NBA Shootout

| RELEASE DATE | DIFFICULTY | |
|--------------|------------|--------|
| April | Moderate | |
| PUBLISHER | SIZE | |
| Sony Int. | CD-ROM | |
| PLAYERS | THREE | % HOME |
| 1-8 | 3-Ball | 75% |

It's showtime and Sony is on fire. It has crashed the boards and isn't fooling around. GameDay was great, NHL FaceOff was outstanding and now NBA Shootout is slamming.

The game allows for three different formats of play: Exhibition, NBA Full Season and Playoffs. Exhibition results can't be saved onto a memory card, but your

progress during Season Play and the Playoffs can be retained.

There are two different ways to play: simulation and arcade. The game also has three different levels of

difficulty: Rookie, Veteran and All-Star.

Even if you master the All-Star Mode in this game, you can set up games between the weaker and tougher teams, or you can trade players to make your opponents weaker or stronger. You can stack one team with the NBA's greatest players or send its all-stars



If your player is not close enough for a dunk, he will turn and take a jump shot instead. To keep the score close, turn on the CPU Assist feature.

full-polygon players for a true 3-D environment



packing, diluting that team's pool of talent.

The CPU assist or "Catch-up" feature allows you to keep the game close. It is one of the more imaginative features seen. If this feature is on, your shots are more likely to fall from short and long range. The free throw interface in this game is innovative. When you get fouled,



Throwin' down the rock

If you take flight in this game and make a poster dunk or a get-out-of-my-face run to the basket, the artificial intelligence within the game will automatically replay your dunk from a variety of different angles. You have the option of

being able to turn this feature off. However, it is very cool, so you might want to leave it on. The human highlight film feature adds to the intensity of the game and is very realistic, making it feel like you're actually participating in a real NBA game.



Replays will highlight awesome monster dunks.

the computer takes you to the line. A cross will appear on the screen to help you aim your shot. Hope you have better luck than Shaquille O'Neal.



NBA Live 96



In the many discussions Team EGM has had with some of the top NBA players of our time (Jerry Stackhouse, Chris Webber, three-time NBA All-Star Mitch Richmond), they have all asked us one thing: When is NBA Live '96 coming for the PlayStation? On the Genesis, NBA Live '95 was the top-selling five-on-five basketball game of all time. This time around EA Sports is not resting on its past glories.



Rather, it has put together another five-on-five hoop classic.

The game features all 29 NBA teams including the

also added some realistic strategies, like roster management and on-the-fly play calling.

The game offers more strategy. For example, the coach can call

Stack your team by adding the best players to your roster.

them to fit your style of play. You can turn on the Foul Out Option and kitty bar the door.

You can now slam into and run over your competition without ever getting a foul. You can even turn traveling, charging and goal-tending off. You can stop the referees from calling three seconds in the key by turning that feature on or off, too.

3-D court and multiple camera angles



Vancouver Grizzlies and the Toronto Raptors. Player stats have been updated using the 1994-95 stats. The PlayStation version has 3-D views of the court with multiple camera angles.

The player animations in the game have a complete arsenal of dribbling moves and tip-ins, as well as an awesome assortment of high-flying dunks. EA has



for one

shot in the dying moments of the quarter or game—and assign the player who will take that shot.

All of the NBA rules are in, and you can customize

| RELEASE DATE | DIFFICULTY |
|--------------|------------|
| April | Moderate |
| PUBLISHED BY | GENRE |
| EA Sports | CD-ROM |
| PLAYERS | THROW % |
| 2-4 | 90% |



Goin' Over The Top!

In addition to the variety of dunks and special shots that each player can execute, NBA Live '96 offers a new Shot Control Option. It allows you to toggle between manual or automatic. In the Manual Mode, the chance that the shot will go in depends on the distance, angle and release point of the shot. In the Automatic Mode, the shot's probability is determined instead by the NBA player's statistics and attributes.





Several big-name companies have been trying to get into the game, including Topps.

Bill King—voice of the Oakland Athletics and former voice of the Oakland Raiders—will be doing the play-by-play. Players will

MVP BASEBALL



Welcome to Heaven

MVP Baseball '96 also features Blue Sky's trademark "adjusting batting cursor"

that enlarges the sweet spot on the bat based on the hitter's stats, which are based on historical information provided by STATS Inc.



The diving catch, the herd slide, the big batter—all are trademarks of Blue Sky and its former partner, Sega Sports. Blue Sky has now teamed up with Data East and they aren't messing around. The big batter perspective is back with MVP Baseball, which is coming for the Sega Saturn and the Sorry PlayStation.

If you remember the Big Batter, this feature makes

you feel as though you are actually standing in batter's box. For this game, Data East has enlisted the services of some big-name catchers.

| RELEASE DATE | DIFFICULTY | |
|--------------|------------|--------|
| July | Moderate | |
| PUBLISHER | SIZE | |
| Data East | CD-ROM | |
| PLAYERS | THINGS | % DONE |
| 1 or 2 | baseball | N/A |

have the option of playing a regular season or drafting a team using authentic fantasy league rules. At the end of the season, gamers decide which players deserve to get paid more and which get traded or tossed into the free agent pool. This will assure gamers won't get tired of the game.

NBA Action

Sega Sports and Gray Matter are working on NBA Action without much fanfare and very little hoopla.

Sega hopes this game will have all of the NBA, in-your-face action that gamers have come to expect from Sega Sports. All indications are pointing to this being the case. The game will feature



all 29 NBA teams from the 1995-96 season, more than 400 current NBA players have been included.

Every arena is texture mapped, and home arena advantage is figured into every game. Check out the "Ball Cam" view and the color commentary, which is once again brought to you by sportscaster Marv Albert.

IT'S SHOW TIME!!!

You can follow the action from various dramatic angles just like the screen shots shown here of the different camera angles: player view, "Ball Cam" and the view from above. You can view the players as if you were watching an actual game on TV.



| RELEASE DATE | DIFFICULTY | |
|--------------|------------|--------|
| Summer | Moderate | |
| PUBLISHER | SIZE | |
| Sega | CD-ROM | |
| PLAYERS | THINGS | % DONE |
| 1-6 | B-Ball | N/A |

KEN GRIFFEY JR.'S Winning Run



abilities and statistics are included in the game. It's just that they don't have their real names.

Each stadium comes with its corresponding playing surface. Balls bounce farther on artificial turf than on grass.



71 Nintendo's swinging for the fences, and it has put one out of the yard with its sequel to Ken Griffey Jr. Presents Major League Baseball. Winning Run is just what the doctor ordered for gamers who have endured a long, cold winter.

The game has a Major League Baseball license but it doesn't include a Major League Player's Association license, which is distracting at first. The cool thing is that all of your favorite players'



is the gameplay.

A number of things have been changed from the previous version of Ken Griffey Baseball, including the ability to customize your defensive formations in both the infield and outfield. You can play a hitter to pull the ball or adjust your

COME ON KID, LET'S PLAY BALL EN!

If you take too long to make a pitch, the umpire will turn around, tap on the glass, take his mask off and ask you to play ball. It's a funny little feature that adds to the realism of the game.

The strongest part of this game

belongers for him to hit straight-away. There are also several codes in this game to give you a variety of powers, including a home-run swing and a hard throw feature that allows you to try to get a quick runner out on the base paths. Rare, the designers of



When in a jam, go to your bullpen for a fresh pitcher. This game, left no base unturned. The animations are cleaner and less cartoon-like. One incredible feature that was distracting in the first game but now has been improved is the pitcher's ability to pick off a baserunner with ease. The time the view remains the same, making it tougher to steal. Now play ball!



Keep your head up when running the base paths. An all-new pick-off move for pitchers is offset by runners who can change their lead-off lengths.

Keep 'em honest!

An all-new pick-off move for the pitcher doesn't switch views to tip off the baserunner. Picking off runners is easier now.



| RELEASE DATE | DIFFICULTY |
|--------------|---------------|
| June | Moderate |
| PUBLISHER | AGE |
| Nintendo | 5-Net |
| PLAYERS | FRONT % BONUS |
| 2 or 2 | Baseball |
| | 90% |

Dream Team

Few basketball teams have generated as much hoopla and excitement worldwide as the Dream Team: a collection of the best hoops superstars in the U.S.

This year's Dream Team collection—featuring names such as Shaq, Penny, Scottie and Hakeem—will certainly create the same sort of fan

frenzy at the 1996 Olympics in Atlanta. So it's only fitting that someone come out with a video game that puts players in total control of the Dream Team's destiny.

That someone is U.S.

be included in the game. Gamers will be able to play exhibition games, or compete in a full-fledged

The greatest team ever assembled

Gold, which plans to have this game out as part of a trio of titles highlighting the Olympics' top events.

In addition to the Dream Team (which will have the exact same lineup as the 1996 Olympic team), the other 11 Olympic qualifying teams and 20 other international teams will



no-look pass. Gamers will also be able to call plays on the fly.

During tournament play, the game will keep track of both game and tourney statistics. More importantly, Dream

Team will support multiplayer play so up to four people can play together.

This game will also be released for the Sega Saturn this summer.

Olympic tournament. Don't expect the trip to the gold to be as easy as in 1992—the opposing teams in this game will certainly make for a greater challenge.

Based on these early rendered shots, the game promises to look as awesome as the Dream Team itself. The game has been entirely 3-D rendered, providing an all-lookal playing experience. In addition, the game includes all of the U.S. superstars' favorite moves, such as Shaq's gonzo slam and John Stockton's



Back To The Drawing Board

Dream Team Basketball boasts a 3-D engine that promises rendered stadiums and players, creating an experience as convincing as watching it on television. Also adding to the atmosphere is a TV-style commentator who'll describe the on-court happenings in realtime.



U.S. Gold's developers first motion-captured moves, then applied the data from those sessions to these wireframe models (above), which are now covered with texture maps.



The trapezoid painted area is used in international play.

| RELEASE DATE | DIFFICULTY | |
|--------------|------------|----------|
| June | Moderate | |
| PUBLISHER | SIZE | |
| U.S. Gold | CD-ROM | |
| PLAYING | THROW | 1. SCORE |
| 1-4 | 3-Ball | N/A |

Box Score

NEED FOR SPEED • PLAYSTATION • EA SPORTS

Get ready to go up through the gears: Racing fans have reason to rejoice. The controls are excellent and this game is a treat to play. If you're a fan of racing games, you'll want to burn rubber to get your hands on this one.

More track, more cars... I've got a blister on my thumb from playing this game so much!

Video
Control

9.0



Now this baby can move. The racing perspective really flies and its controls are excellent. Enhanced details are shown in both cars and tracks, but it wouldn't have hurt to add some newer model cars and more courses. As a PS platform, this is a solid game with fast-paced racing action at your fingertips.

Game
Play

8.5

COLLEGE SLAM • PLAYSTATION • ACCLAIM

Acclaim has given its NBA Jam game a new twist and added a college license to it. Some of the players look exactly the same as they did in Jam except for a color palette change. If you enjoyed NBA Jam and want to face off against your friends using your favorite college teams, this is the game.

Video
Control

6.0



There's nothing really new to say about this game. It's another NBA Jam TE with college players. The new features are funny to watch, but the gameplay does get repetitive after a while. The only way to make College Slam fun is if you have the multiplayer add-on and play with some friends.

Game
Play

5.5

NHL POWERPLAY '96 • SATURN • VIRGIN INTERACTIVE

Radical and Virgin Interactive are bulging the fence and have come up with a strong hockey effort. The game plays well and the players are easy to control. The animations could have been smoother, but currently this is the best hockey game available for the Sega Saturn. It allows for up to six people to play at once.

Video
Control

7.5



A surprising title from Virgin. While the players' animations are too flakey and the controls are just plain easy to get into, some parts of the game need some speed—especially in the break-aways. The action is nonstop with many controls to shoot and create penalties. This is great with the Six-Player Mode.

Game
Play

8.5

KEN GRIFFEY JR.'S WINNING RUN • SUPER NES • NINTENDO

Nintendo is stepping up to the plate again with a strong baseball sequel. The gameplay has been improved. One major distraction I noticed was, when an outfielder catches the ball, there is a one-second delay holding you on the base instead of taking off for the next one. The bottom line: it's fun and very addictive.

Video
Control

8.0



If you're still faithful to your 16-bit machine, this is a definite buy for baseball fans. In comparison with the predecessor, the gameplay has greatly improved. Realistic player animations have been enhanced as well. Newer sounds and cleaner graphics can make this compete with the 32-bit machines out there.

Game
Play

8.0

Speed isn't
all you'll need.

IMPACT RACING

A sharp eye and a quick trigger finger will be needed to survive these race courses. Race at breakneck speed and fight back with a powerful array of weapons including guided missiles and a firewall to barbeque any enemies on your tail. A radar system helps you swerve away from sneaky land mines and incoming missiles closing in fast. Destroy enough cars, and you'll race in the psychotic bonus track, a humongous kill-fest that rewards you for how vicious you are.

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SEGA SATURN



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LETTERS

Letter of the MONTH

BIG BROTHER IS CRACKING DOWN!

Dear EGM,

I'm writing to you because I am very concerned with current trends in the media industry. Everywhere we look, censorship is on everyone's lips...censoring public and cable television, censoring the Internet, censoring video games, etc. What is happening? By now, most people have probably heard of the V-chip, a chip that allows only certain, appropriate programming to be shown on new televisions. The age-old question is: Who is to decide what is appropriate or not appropriate? Our federal government, of course. The government also gives cable providers the right to censor any leased programming if the programming contains violence, nudity, explicit language, etc. If we are paying for this programming, we should have the right to judge to program ourselves; not the cable operators. The government also wants to monitor the contents of the Internet. I'm sure many people have heard of the Telecommunications Act. This act makes it punishable (up to two years in prison) to send or display text or images over the Internet—anything that is determined "offensive as measured by contemporary community standards" to anyone under the age of 18. Last I checked, aren't parents responsible for setting standards for their children? You need to be a pretty irresponsible parent for the federal government to need to explain to you what is considered offensive and what isn't in your family. What I'm worried about is how far will this go? Will we have to remove fighting games like *Virtual Fighter* because they portray too much violence and will turn kids into crazed martial artists? Or how about games like *Virtual Cop*? That may turn kids into anti-terrorists/vigilantes. What about the way Mario crushes his enemies? Hey,

that might be too violent for little Billy. Let's not let him play video games at all just to play it safe, lest we create another Manson or Hitler. If we give the powers that be a little leeway in controlling the media that we are exposed to, who is to say that will not turn into a large leeway? Give an inch...we know the rest. I think it's time for everyone to take a firm stand against this type of oppression. Now, I realize that oppression is a strong word, but I think it realistically describes the type of government who even thinks about censoring anything. Everyone can do their part to ensure our freedoms. We can voice our opinions. We can write our legislators. People on the Internet are already doing it by putting blue ribbons on sites that oppose censorship. Everyone else needs to make a statement as well, from game developers to game players. What do you think?

Stan Savage
Newport News, VA

Great letter, Stan. There seems to be many people on the Internet who feel the same way you do—they're quite upset about the government stepping in and censoring everything possible. Some feel, as do I, that it would be quite impossible to censor everything on the "net"; but nevertheless, I'm sure they will try. As for the video gaming censorship, I believe the government is focused more on the Internet and television censoring right now, but I'm sure the issue of censoring video games is not dead yet.

Congratulations, Stan! You win an Acclaim Dual Turbo Joystick.



Classic Info

Dear EGM,

I have heard some good things about an old Sega Genesis game called Herzog Zwei. I am trying to locate it, but more importantly, I am trying to find some old reviews, but my mags only date back to 1992. What can you tell me about this classic title?

Rob Tudisco
New Hyde Park, NY

Well, it looks like you started reading EGM a bit too late. EGM reviewed Herzog Zwei in issue 10 (June 1990). For reasons unbeknownst to me, since I love the game, the Review Crew really bashed it; giving it the scores of "4," "6," "4" and "3." If you are into military/action games like *Military Madness* for the TurboGrafx-16 or *EarthLight* for the Super Famicom, this game is definitely hot, especially with two players. You should check out local area swap meets or stores that specialize in used games. Since Technosoft didn't last too long in the States, the game will be hard to find but it is really worth the search.

Doomed

Dear EGM,

I have one question: I went to Waldenbooks and I saw two books on Doom. At first I thought the books were about secrets and codes for Doom, but when I read the back of the books, I found out that they were just stories. What I want to know is: Are the books worth reading, or should I just save my money for other books?

Vincent Molina
Rialto, CA



• There are books based on *Doom* and *Doom II*, but think twice before buying them.

Our sister publication, *Computer Game Review* is a good source for info on the subject of novels that are based on computer games.

According to CGR, the *Doom* novels are written poorly. It is a good idea that you should save your money. If you want hint books, look for the strategy guides in bookstores. There are many quality hint books for the most popular games including *WarCraft II*, *Doom*, *Doom II* and many more.

No UMK3 on PS

Dear EGM,

In the Sega press release, I noticed that Sega plans on releasing *Ultimate Mortal Kombat 3* on the Saturn in May. Will this game be released in May for the PlayStation? I heard some rumors that Sega has acquired a three- to six-month window on this game, similar to what Sony did with the regular *Mortal Kombat 3*. I hope not. The consumer should not be punished just because they choose to buy one system over the other. If companies plan on producing a game for both systems, they should release them at the same time.

Serpent
via the Internet

Well, Serpent, the rumor you heard is completely untrue. Williams is producing *Ultimate Mortal Kombat 3* exclusively for the Sega Saturn. It will not be released for the PlayStation. The next two *Mortal* releases will be *UMK3* on the Saturn and *MK3+* (tentative title) on the Nintendo 64. *MK3+* will feature all-new characters and levels never seen before in any previous *MK*. Bottom line: no new *Mortal Kombat* for the PlayStation...yet.

Horned Owl?

Dear EGM,

I'd like to see more international info and reviews of games released in Japan. What I actually want to know is about the game *Horned Owl*. Can you tell me about it? I want to know how the game plays and what is in it. I know that it is a gun game, but are there civilians that get in the way or is it

a mindless blast-a-thon?

Chuck Smith
via the Internet

The artist who creates *Applescore* had worked on both the preliminary drawings of the mechs and the cinematics featured in *Horned Owl*. *Horned Owl* can be compared to a 32-bit *Battleclash*. It is both a one- or two-player simultaneous shooter that can be controlled by either the gun



• *Ultimate Mortal Kombat 3* is only coming to the Sega Saturn. Sorry PS owners!

or controller. Available to you is just the semi-automatic gun or grenades. The characters are encased in a mech-type suit fighting off mechs throughout the game. The players battle through cities, tunnels, an airport and many other scenarios. Unfortunately, you cannot take out civilians.

It's Not Doom!

Dear EGM,

I am a loyal RPG fanatic, and ever since I got my PlayStation, I followed the epic RPG *King's Field* since its release in Japan. So when I picked up my February issue of EGM, I was more than happy—I was like a little kid on Christmas morning. I wanted to see



• Although *KF* is a first-person perspective game, does that make it a *Doom* clone?

INTERFAC

what other mags had to say about King's Field, so I got three other mags that had King's Field in it. While reading them, I ran into some quite disturbing statements. They read: "It's Doom with a sword," "it's Doom-like" or "it's a Doom clone." These statements really bother me. I mean Doom is a cool game, but just because it was a ground-breaking game doesn't make all other games with the same perspective as Doom like Doom. Think about it. Was Doom the first game to come out with the first-person perspective? I don't think so. I am tired of hearing that this is like Doom and that is like Doom when they are nothing like it other than the first-person perspective. I would just like to say that King's Field is nothing like any game you have ever experienced before. I also had a few questions to ask. I heard that King's Field 3 is coming out in Japan soon; is it coming to the states as King's Field 2? What other RPGs are going to be hitting the States? Thanks for your time.

Eddie Fleming
El Sobrante, CA

It is a shame that so many people compare any first-person perspective game to Doom. Granted, some games might be similar to Doom,

but games like King's Field have nothing in common with Doom other than the perspective. It doesn't even fall into the same genre. To answer your questions, King's Field 3 is being released in Japan, but there has been no official word on it being released in the States. Other RPGs being released are Beyond the Beyond, Legacy of Kain and possibly Final Fantasy VII.

A New Saturn?

Dear EGM,

What is going to happen to the people who bought the old Sega Saturn if the 2.0 version is coming out? Isn't it unfair for the people who bought the older version of the Sega Saturn? Are they going to do the same thing they did with the infamous 32X and trash the older version? Does the Saturn have glitches and are they going to be fixed in the 2.0 version?

John Ikeda
via the Internet

The Saturn 2.0 will be 100 percent compatible with the original Saturn. The release of 2.0 for now will only be in Japan; no word on if it will be released in the U.S. but watch Sega announce it at the E! The whole



"Games like 32X will be compatible on both the original Saturn as well as the Saturn 2.0."

point of version 2.0 is for the price wars between all of the next-generation systems. The Saturn does not have any glitches or bugs in the operating system. The only difference between the original and Saturn 2.0 is the look of the system. The actual architecture of the electronic components and operating system will remain untouched in the reconfiguration of Sega's 32-Bit system.

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| | | | |
|--------------------|-----------|------------------------|---------|
| Accolite | 7, 43, 60 | Interplay/VR Sports | 110-111 |
| Accolite | 67, 117 | Japan Video Games | 126 |
| ACT Laboratory | 4-6, 36- | JVC | 119 |
| Activision | 37 | Konami | 89 |
| BRI Software | 28-29 | Playmates | 57, 103 |
| Capcom | 125 | SCAT | 47 |
| | 21-23, | Sony Computer | 14-15 |
| | 48-49, | SVG | 27 |
| | 93, 132 | Time Warner | 91 |
| Color | 2 | Tommo, Inc. | 128 |
| Crave | 85 | Trademark Interactive | 77 |
| Crystal Dynamics | 8-9 | 20th Century Fox | 19 |
| Data East | 107 | US Gold | 3, 87 |
| Game Express | 127 | Ubi Soft | 95 |
| Gametek | 109 | Video Game Discounters | 129 |
| IBM | 43 | Virtual I-O, Inc. | 39 |
| Interact Accosones | 130-131 | Williams Entertainment | 35, 41 |
| Interplay/Console | 32 | Working Designs | 75 |
| | | World Int'l Trading | 124 |

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- Return to the Future 7
- Return to the Future 8
- Return to the Future 9
- Return to the Future 10
- Return to the Future 11
- Return to the Future 12
- Return to the Future 13
- Return to the Future 14
- Return to the Future 15
- Return to the Future 16
- Return to the Future 17
- Return to the Future 18
- Return to the Future 19
- Return to the Future 20



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- Return to the Future 2
- Return to the Future 3
- Return to the Future 4
- Return to the Future 5
- Return to the Future 6
- Return to the Future 7
- Return to the Future 8
- Return to the Future 9
- Return to the Future 10
- Return to the Future 11
- Return to the Future 12
- Return to the Future 13
- Return to the Future 14
- Return to the Future 15
- Return to the Future 16
- Return to the Future 17
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| Charge in direction of letter | (Charge) |
| Press Punch and Kick together | P + K |

Here is a rundown of the moves for Jaleco's latest fighting game, *Slam Dragon*. This game will be released on the Sony PlayStation in the coming months. Study this sheet and get ready to rumble with *Slam Dragon*.

JONNY DANIELS

Kickboxing was Jonny's game. "Any fighter, any style, anytime," Jonny would say. Kickboxing championships in Thailand and Japan proved he could walk the walk. He's fighting for the right to face Shoko in order to avenge his brother's death. Both of Jonny's arms were crushed when he tried to save his younger brother during a fight with Shoko himself.

| | |
|-----------------|-----------------------|
| Jumping Inside | T, T, K |
| Juke | (Charge) A, then T, P |
| Sweep | T, A, T, K |
| Kicking Combo | D, T, K |
| Downtown | A, D, T, P + K |
| Cannon Thrust | A, A, K |
| Eagle | (Charge) A, then T, K |
| Jumping Outside | D, A, K |
| Uppercut | T, D, T, P |

ERIC CHAN

Kung Fu stylist, Eric Chan, is on a path toward righteousness. Once considered the king of all gamblers, Eric lost his martial arts school's gambling with Shoko's henchmen. When Eric couldn't pay the millions he owed, Shoko had his teacher assassinated.

| | |
|-----------------|-----------------------|
| Dragon Storm | T, T, K |
| Bear Claw | A, A, P + K |
| Jaguar's Fury | T, A, T, P |
| Jump Front | (Charge) D, then U, K |
| Flying Sidekick | D, T, K |
| Throw | D, A, P + K |
| Back Thrust | A, A, K |
| Dragon's Tail | T, A, K |
| Tiger Sweep | (Charge) A, then T, K |
| Back Sweep | D, A, K |
| Dance of Death | A, D, T, K |

DICK GORUNDUSKYE

At this point, the dark Gorunduskye's alliance and motives have yet to be discovered. Many have assumed he is under direct control of Shoko.

| | |
|--------------|------------------------------|
| Skulldigger | T, T, P |
| Crash High | D, A, K |
| Crash Low | D, T, K |
| Power Suplex | T, D, A, P + K |
| Front Kick | T, T, K |
| Spread Eagle | A, D, K |
| Elbow Smash | after P + K throw, T, P + K |
| Finisher | T, D, A, P + K then T, P + K |

GENNPACHI DAIMONJI

Shoko's armies destroyed the 12 Shoin monks, guardians of the power of Shokendo. Unknown was the existence of the thirteenth guardian, Gennpachi Daerugi. As the sole survivor of the Shoin Temple, Gennpachi seeks to destroy Shoko and reclaim the power of Shokendo.

| | |
|------------------|---------------------------|
| Golden Rooster | A, A, K |
| Eternal Waves | T, P |
| Wooden Dummy | (Charge) D, then T, K |
| Sun Moon Kick | (Charge) D, then U, K |
| Celestial Spirit | (Charge) A, then T, P + K |
| White Flower | T, T, P |
| Crashing Force | D, T, K |
| Devil Wind | (Charge) T, A, K |
| Wheeling Eagle | (Charge) A, T, K |
| Dragon Flower | A, D, T, P + K |

DON PARIS BROWN

The original toughback rhymanuffin, Don Paris Brown, made millions performing his vicious dancehall tracks under the stage name, "Wicked Cobra." His Wild line reggae club in Kingston, Jamaica launched the careers of many famous artists, until Shoko saw the profit and put the loss.

| | |
|--------------|----------------|
| Yah Mon | T, T, P |
| Helicopter | A, A, K |
| Wicked Twist | D, T, K |
| Ride-On | A, D, A, P |
| Throw | A, D, T, P + K |
| Darkhorse | T, T, K |
| 2 Bad | D, T, P |
| Scarcrow | T, D, T, P |
| DJ Spinz | A, D, T, K |

AMANDA RYAN

In a desperate effort to stop Shoko's empire from engulfing the Pacific shores of the United States, Special Crimes Officer Amanda Ryan has become a task force of one. Officer Ryan's mission is to win the tournament, thus granting her sole possession of Shokendo.

| | |
|-----------------|-------------|
| Back Sweep | T, T, K |
| Double Impact | T + P |
| Wildcat Combo | D, A, P |
| Fly Girl | T, A, D, K |
| Throw | D, A, P + K |
| Jumping Outside | A, A, K |
| Axe Kick | A + K |
| Enforcer Combo | D, A, K |
| Kick Combo | A, D, T, K |

Shokendo Attacks

Each character has a secret special move called a Shokendo. To use this incredible power, you must charge your fighter's power by tapping the Power button. When the secondary power bar reaches maximum, the word "MAX" will appear. Then, do the controller and button combinations below to perform your move.

| | |
|--------------------|-----------------------------|
| Jonny Daniels | D, T, D, T, P + K |
| Eric Chan | A, T, A, P + K |
| Diek Gorunduskye | T, D, A, T, D, P + K |
| Gennpachi Dnimonji | (Charge) A, then T, A, P |
| Don Paris Brown | D, T, D, T, P + K |
| Wong | A, T, A, T, P + K |
| Amanda Ryan | A, T, A, T, P + K |
| Sabrina Chan | T, D, A, T, P (while close) |

WONG

Charismatic and endearing, Wong is best known for his portrayal of the martial arts hero, Wong Fu Hung. His films, *New Fist of China* and *New Fist of China 2* have made him a box-office legend. Wong's family became a prime target when Shoko invaded the Hong Kong cinema racket. As a result, the industry and Wong's career were left in ruins.

| | |
|---------------------------------|--------------------|
| Double Back Kick | A, A, K |
| Deadly Venom | (Charge) T, then P |
| Flying Viper | D, A, P |
| Northern Flight | D, T, K |
| Spiritual Strike | A, D, T, P + K |
| Split Fang | A, T, P |
| Black Snake of Youth | (Charge) A, then K |
| Weeping Python | D, A, K |
| Wing Wh | T, A, D, P + K |
| Throw | D, A, P + K |

SABRINA CHAN

Archaeology student Sabrina Chan gained her fighting ability through a mysterious force discovered amongst the ruins of the Yucatan Peninsula. An adventurous spirit, Sabrina is using the tournament to research the mysterious force of Shokendo, which she believes her powers may be related to.

| | |
|------------------|---------------------------|
| Front Flip | T, T, K |
| Leopard Card | A, T, P |
| Elbow | (Charge) A, then T, P |
| Back Tuck Series | (Charge) D, then U, P + K |
| Spin Sweep | D, T, K |
| Spin Back Kick | A, A, K |
| Solar Flare | A, T, K |
| Back Tuck | (Charge) D, then U, P |
| War Dance | D, A, K |
| Tuck and Slam | A, D, T, P |

Throws

| | |
|------------------|-------------------------|
| Reversal of Fate | D, A, P + K while close |
| Spirit Realm | T, D, T, P while close |
| Double Leg Toss | A, D, T, P while close |
| Driver | (Charge) A + D, T, P |

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